

Art and Design



Art, craft and design embody some of the highest forms of human creativity. A high quality art and design education should engage, inspire and challenge pupils, equipping them with the knowledge and skills to experiment, invent and create their own works of art, craft and design. As pupils progress, they should be able to think critically and develop a more rigorous understanding of art and design. They should also know how art and design both reflect and shape our history, and contribute to the culture, creativity and wealth of our nation.

The national curriculum for art and design aims to ensure that all pupils:

- produce creative work, exploring their ideas and recording their experiences
- become proficient in drawing, painting, sculpture and other art, craft and design techniques
- evaluate and analyse creative works using the language of art, craft and design
- know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms

Art and design skills will be taught as an integrated part of a theme based curriculum, with skills being applied in relation to each class' current topic.

		Year 3	Year 4	Year 5	Year 6
Creativity	Creation	Use and combine a range of visual elements in artwork. Visual elements include colour, line, shape, form, pattern and tone	Develop techniques through experimentation to create different types of art.	Produce creative work on a theme, developing ideas through a range of preliminary sketches or models.	Create innovative art that has personal, historic or conceptual meaning
	Generation of ideas	Use preliminary sketches in a sketchbook to communicate an idea or experiment with a technique.	Create a series of sketches over time to develop ideas on a theme or mastery of a technique.	Review and revisit ideas and sketches to improve and develop ideas.	Gather, record and develop information from a range of sources to create a mood board or montage to inform their thinking about a piece of art.
	Evaluation	Make suggestions for ways to adapt and improve a piece of artwork.	Give constructive feedback to others about ways to improve a piece of artwork.	Compare and comment on the ideas, methods and approaches in their own and others' work.	Adapt and refine artwork in light of constructive feedback and reflection.
Materials	Malleable materials	Create a 3-D form using malleable or rigid materials, or a combination of materials.	Use clay to create a detailed 3-D form.	Create a relief form using a range of tools, techniques and materials.	Create a 3-D form using malleable materials in the style of a significant artist, architect or designer.
	Paper and fabric	Weave natural or man-made materials on cardboard looms, making woven pictures or patterns.	Use a range of stitches to add detail and texture to fabric or mixed-media collages.	Make paper using traditional craft techniques.	Combine the qualities of different materials including paper, fabric and print techniques to create textural effects.
	Paint	Identify, mix and use contrasting coloured paints.	Identify, mix and use warm and cool paint colours to evoke warmth or coolness in a painting.	Mix and use tints and shades of colours using a range of different materials, including paint.	Use colour palettes and characteristics of an artistic movement or artist in artwork.
	Pencil, ink, charcoal and pen	Add tone to a drawing by using linear and cross hatching, scumbling and stippling.	Use the properties of pen, ink and charcoal to create a range of effects in drawing.	Use pen and ink (ink wash) to add perspective, light and shade to a composition.	Use line and tone to draw perspective.
	Printing	Make a two-colour print.	Combine a variety of printmaking techniques and materials to create a print on a theme.	Add text or photographic samples to a print.	Use the work of a significant printmaker to influence artwork.
	Nature	Natural art	Use nature and natural forms as a starting point for artwork.	Represent the detailed patterns found in natural phenomena, such as water and weather.	Record natural forms, animals and landscapes with clarity, using digital photography.
Humankind	Human form	Draw, paint or sculpt a human figure in a variety of poses, using a range of materials, such as pencil, charcoal, paint and clay.	Explore and develop art that uses the human form to create a narrative, using ideas from contemporary or historical starting points.	Explore and create expression in portraiture. A portrait is a picture of a person that can be created through drawing, painting and photography.	Use distortion, abstraction and exaggeration to create interesting effects in portraiture or figure drawing.
Place	Landscapes	Draw, paint or photograph an urban landscape.	Choose an interesting or unusual perspective or viewpoint for a landscape.	Use a range of materials to create imaginative and fantasy landscapes..	Draw or paint detailed landscapes that include perspective. Perspective is the art of representing 3-D objects on a 2-D surface.
Comparison	Compare and contrast	Compare artists, architects and designers and identify significant characteristics of the same style of artwork, structures and products through time.	Compare and contrast artwork from different times and cultures.	Describe and discuss how different artists and cultures have used a range of visual elements in their work.	Compare and contrast artists' use of perspective, abstraction, figurative and conceptual art.

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Significance

Significant people, artwork and movements

Work in the style of a significant artist, architect, culture or designer.

Explain the significance of art, architecture or design from history and create work inspired by it.

Investigate and develop artwork using the characteristics of an artistic movement.

Explain the significance of different artworks from a range of times and cultures and use elements of these to create their own artworks.