|  |  |  |
| --- | --- | --- |
| ART | | |
| **Year A**: **Spring Term 3** | | |
| **Years 1&2**  **Milestone 1** | **Years 3&4**  **Milestone 2** | **Years 5&6**  **Milestone 3** |
| Milestones  **To develop ideas**  • Explore different methods and materials as ideas develop  **TEXTILES- TECHNIQUES**  • Use plaiting.  • Use dip dye techniques.  **To develop ideas**  • Respond to ideas and starting points.  **DRAWING- TECHNIQUES**  • Draw lines of different sizes and thickness.  • Colour (own work) neatly following the lines.  • Show pattern and texture by adding dots and lines.  • Show different tones by using coloured pencils. | Milestones  **To develop ideas**  • Comment on artworks using visual language.  **TEXTILES- TECHNIQUES**  • Colour fabric.  • Quilt, pad and gather fabric.  **To develop ideas**  • Develop ideas from starting points throughout the curriculum. • Collect information, sketches and resources.  **DRAWING- TECHNIQUES**  • Use different hardnesses of pencils to show line, tone and texture.  • Annotate sketches to explain and elaborate ideas.  • Sketch lightly (no need to use a rubber to correct mistakes).  • Use shading to show light and shadow.  • Use hatching and cross hatching to show tone and texture. | Milestones  **To develop ideas**  • Comment on artworks with a fluent grasp of visual language.  **TEXTILES- TECHNIQUES**  • Show precision in techniques. (Of Milestone 1 and 2.)  **To develop ideas**  • Develop and imaginatively extend ideas from starting points throughout the curriculum. • Collect information, sketches and resources and present ideas imaginatively in a sketch book.  **DRAWING- TECHNIQUES**  • Use a variety of techniques to add interesting effects (e.g. reflections, shadows, direction of sunlight).  • Use a choice of techniques to depict movement, perspective, shadows and reflection.  • Choose a style of drawing suitable for the work (e.g. realistic or impressionistic).  • Use lines to represent movement. |
| **Year B**: **Spring Term 3** | | |
| **Years 1&2**  **Milestone 1** | **Years 3&4**  **Milestone 2** | **Years 5&6**  **Milestone 3** |
| Milestones  **To develop ideas**  • Explore ideas and collect visual information.  **SCULPTURE- TECHNIQUES**  • Use a combination of shapes. • Include lines and texture. • Use rolled up paper, straws, paper, card and clay as materials. • Use techniques such as rolling, cutting, moulding and carving. | Milestones  **To develop ideas**  • Adapt and refine ideas as they progress. • Explore ideas in a variety of ways.  **SCULPTURE- TECHNIQUES**  • Create and combine shapes to create recognisable forms (e.g. shapes made from nets or solid materials). • Include texture that conveys feelings, expression or movement. • Use clay and other mouldable materials. • Add materials to provide interesting detail. | Milestones  **To develop ideas**  • Use the qualities of materials to enhance ideas. • Spot the potential in unexpected results as work progresses.  **SCULPTURE- TECHNIQUES**  • Show life-like qualities and real-life proportions or, if more abstract, provoke different interpretations. • Use tools to carve and add shapes, texture and pattern. • Combine visual and tactile qualities. • Use frameworks (such as wire or moulds) to provide stability and form. |
| **Years 1&2**  **Milestone 1** | **Years 3&4**  **Milestone 2** | **Years 5&6**  **Milestone 3** |
| Milestones  **To develop ideas**  • Respond to ideas and starting points.  **PRINT- TECHNIQUES**  • Use repeating or overlapping shapes.  • Mimic print from the environment (e.g. wallpapers).  • Use objects to create prints (e.g. Fruit, vegetables or sponges).  • Press, roll, rub and stamp to make prints. | Milestones  **To develop ideas**  • Develop ideas from starting points throughout the curriculum. • Collect information, sketches and resources.  **PRINT- TECHNIQUES**  • Use layers of two or more colours.  • Replicate patterns observed in natural or built environments.  • Make printing blocks (e.g. from coiled string glued to a block).  • Make precise repeating patterns. | Milestones  **To develop ideas**  • Develop and imaginatively extend ideas from starting points throughout the curriculum. • Collect information, sketches and resources and present ideas imaginatively in a sketch book.  **PRINT- TECHNIQUES**  • Build up layers of colours.  • Create an accurate pattern, showing fine detail.  • Use a range of visual elements to reflect the purpose of the work. |
| **Years 1&2**  **Milestone 1** | **Years 3&4**  **Milestone 2** | **Years 5&6**  **Milestone 3** |
| Milestones  **To develop ideas**  • Explore ideas and collect visual information.  **TO TAKE INSPIRATION FROM THE GREATS (CLASSIC AND MODERN)**  • Describe the work of notable artists, artisans and designers. • Use some of the ideas of artists studied to create pieces.  PAINTING- TECHNIQUES  • Use thick and thin brushes. • Mix primary colours to make secondary. • Add white to colours to make tints and black to colours to make tones. • Create colour wheels.  COLLAGE • Use a combination of materials that are cut, torn and glued. • Sort and arrange materials. • Mix materials to create texture. | Milestones  **To develop ideas**  • Adapt and refine ideas as they progress. • Explore ideas in a variety of ways.  **TO TAKE INSPIRATION FROM THE GREATS (CLASSIC AND MODERN)**  • Replicate some of the techniques used by notable artists, artisans and designers. • Create original pieces that are influenced by studies of others.  PAINTING- TECHNIQUES  • Use a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines. • Mix colours effectively. • Use watercolour paint to produce washes for backgrounds then add detail. • Experiment with creating mood with colour. | Milestones  **To develop ideas**  • Use the qualities of materials to enhance ideas. • Spot the potential in unexpected results as work progresses.  **TO TAKE INSPIRATION FROM THE GREATS (CLASSIC AND MODERN)**  • Give details (including own sketches) about the style of some notable artists, artisans and designers. • Show how the work of those studied was influential in both society and to other artists. • Create original pieces that show a range of influences and styles.  PAINTING- TECHNIQUES  • Sketch (lightly) before painting to combine line and colour. • Create a colour palette based upon colours observed in the natural or built world. • Use the qualities of watercolour and acrylic paints to create visually interesting pieces. • Combine colours, tones and tints to enhance the mood of a piece. • Use brush techniques and the qualities of paint to create texture. • Develop a personal style of painting, drawing upon ideas from other artists. |
| **Years 1&2**  **Milestone 1** | **Years 3&4**  **Milestone 2** | **Years 5&6**  **Milestone 3** |
| Milestones  **To develop ideas**  • Explore different methods and materials as ideas develop  **DIGITAL MEDIA - TECHNIQUES**  • Use a wide range of tools to create different textures, lines, tones, colours and shapes. | Milestones  **To develop ideas**  • Comment on artworks using visual language.  **DIGITAL MEDIA - TECHNIQUES**  • Create images, video and sound recordings and explain why they were created. | Milestones  **To develop ideas**  • Comment on artworks with a fluent grasp of visual language.  **DIGITAL MEDIA - TECHNIQUES**  • Enhance digital media by editing (including sound, video, animation, still images and installations). |