



## Art & Design Curriculum Map

### EYFS

#### **By the end of EYFS, we expect children to be able to:**

- ✓ Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.
- ✓ Share their creations, explaining the process they have used.

#### **By the end of Key Stage Two, we expect pupils to be able to:**

- ✓ 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.



	<p>Use scissors accurately and safely.</p> <p>Compare differences and similarities between artworks.</p> <p>Evaluate each other's work, as well as our own.</p> <p>Know some of the reasons people draw or create art and begin to describe art with appropriate vocabulary.</p> <p>Begin to know that art can cause an emotional response.</p>	<p>Change the colour of individual pixels to accurately re-create detailed artwork.</p> <p>Use custom colours to make digital art your own.</p> <p>Use zoom controls to help fill small shapes.</p> <p>Know some common hardware that use pixels to communicate, display and entertain, such as an LED sign or a TV.</p>	<p>fabric by using staples, glue or pins.</p> <p>Join fabrics together using different methods.</p> <p>Cut fabric neatly with scissors.</p> <p>Use a template to create a design for a puppet.</p> <p>Join two fabrics together accurately.</p> <p>Embellish designs using joining methods.</p>	<p>Know some of the reasons people make sculptures.</p> <p>Know about the work of two craft makers and discussing responses to their work.</p> <p>Evaluate own and each other's work.</p>	<p>Work with tissue paper to create a piece of artwork.</p> <p>Experiment with a range of collage techniques such as tearing, overlapping and layering to create images and represent textures.</p> <p>Comparing differences and similarities between artworks.</p> <p>Evaluate each other's work, as well as own.</p>	<p>Identify abstract and realism paintings.</p> <p>Comparing differences and similarities between artworks.</p>
<b>Practical Outcomes</b>	<p>Copy doodles.</p> <p>Draw own doodle art.</p> <p>Draw a rainbow.</p> <p>Draw a mountain scene.</p>	<p>Create a pixelated mosaic pattern.</p> <p>Create pixelated cartoon characters.</p> <p>Create own pixelated artwork.</p>	<p>Create a storybook character hand puppet.</p>	<p>Sculpt a clay letter of the alphabet.</p> <p>Create clay imprints.</p> <p>Sculpt a clay leaf.</p>	<p>Create an abstract collage.</p> <p>Make a stained glass tealight jar.</p>	<p>Paint a rainbow of six colours.</p> <p>Create an abstract art painting.</p> <p>Paint a seascape.</p>
<b>Supporting Materials</b>	<p><a href="#">Y1 – Monochromatic Art - Grammarsaurus</a></p>	<p><a href="#">Year 1 Digital Art - iLearn2   Primary Computing. Made Easy.</a></p>	<p><a href="https://www.kapowprimary.com/subjects/design-technology/key-">https://www.kapowprimary.com/subjects/design-technology/key-</a></p>	<p><a href="#">Y1 - Sculpture - Grammarsaurus</a></p>	<p><a href="#">Paper Art Lesson - KS1 Art Lesson from PlanBee</a></p>	<p><a href="#">Y1 - Chromatic Art - Grammarsaurus</a></p>

<b>Year 2</b>	<b>Autumn 1 Chromatic Art: Painting</b>	<b>Autumn 2 Monochromatic Art: Drawing</b>	<b>Spring 1 Digital Art: Graphic Design</b>	<b>Spring 2 Textiles: Sewing</b>	<b>Summer 1 Sculpture: Clay</b>	<b>Summer 2 Collage: Paper Art</b>
<b>National Curriculum Programme of Study</b>	<p>Use, painting to develop and share their ideas, experiences and imagination.</p> <p>Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.</p> <p>Know about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.</p>	<p>Use drawing to develop and share their ideas, experiences and imagination.</p> <p>Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.</p> <p>Know about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.</p>	<p>Use technology purposefully to create, organise, store, manipulate and retrieve digital content.</p> <p>Recognise common uses of information technology beyond school.</p>	<p>Design purposeful, functional, appealing products for themselves and other users based on design criteria.</p> <p>Select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing.</p> <p>Evaluate their ideas and products against design criteria.</p>	<p>Use a range of materials creatively to design and make products.</p> <p>Use sculpture to develop and share their ideas, experiences and imagination.</p> <p>Know about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.</p>	<p>Use a range of materials creatively to design and make products.</p> <p>Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.</p> <p>Know about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.</p>
<b>RDPS Knowledge and Skills</b>	<p>Revise primary and secondary colours.</p> <p>Identify cool and warm colours.</p> <p>Control a paintbrush for increased precision.</p> <p>Know that artists can use colour to create a mood or emotion.</p> <p>Know about an artist who uses colour for impact.</p>	<p>Discuss patterns with appropriate vocabulary.</p> <p>Design a range of patterns using shapes and lines.</p> <p>Design a pattern and being able to describe it with the appropriate vocabulary.</p> <p>Know how designers' impact how our homes look.</p>	<p>Use lines and fill tools to make interesting patterns and mimic an artist's style.</p> <p>Add a variety of shapes (outlines and fill) and label them with text.</p> <p>Re-create graphics using pixels with different colours.</p>	<p>Sew a running stitch.</p> <p>Join fabrics using a running stitch.</p> <p>Design a pouch.</p> <p>Decorate a pouch using fabric glue or stitching.</p> <p>Select and cut fabrics for sewing.</p> <p>Thread a needle.</p> <p>Neatly pin and cut fabric using a template.</p>	<p>Identify shapes in forms to support drawing a 3D object.</p> <p>Shape clay into balls, slabs and coils.</p> <p>Know about a ceramic factory and the work it produced.</p> <p>Wedge clay to prepare it.</p> <p>Create a relief design.</p>	<p>Investigate the nature and qualities of different collage materials.</p> <p>Experiment with a range of collage techniques such as tearing, overlapping and layering to create images and represent textures.</p> <p>Create textured surfaces using a variety of different papers and drawing materials.</p>

	<p>Identify complementary colours.</p> <p>Create colour palettes by mixing primary colours.</p> <p>Mixing primary colours to make new colours.</p>	<p>Know how humans can use pattern during celebration.</p> <p>Evaluate our own work.</p>		<p>Evaluate own work.</p>	<p>Create grey and brown using the three primary colours and white and black paint.</p> <p>Control a paintbrush for increased precision.</p> <p>Evaluate our own work.</p>	<p>Reflect upon their own collage work and use comparisons with the work of others.</p>
<b>Practical Outcomes</b>	<p>Paint a primary colour wheel.</p> <p>Paint a wheel with different tones of colour.</p> <p>Paint a rainbow of six colours.</p> <p>Paint an abstract painting about feelings.</p>	<p>Design and draw a butterfly pattern.</p> <p>Design a monochromatic wallpaper pattern.</p> <p>Design a Mehndi pattern.</p>	<p>Replicate a Mondrian painting.</p> <p>Create a digital teddy bear.</p> <p>Create a plate of digital healthy food.</p> <p>Recreate a pixelated Minnie/Mickey Mouse.</p>	<p>Create a pattern for a pouch.</p> <p>Design and produce a pouch.</p> <p>Sew a pouch.</p>	<p>Draw a collection of 2D castles.</p> <p>Shape clay into balls, slabs and coils.</p> <p>Create a relief sculpture of a castle.</p> <p>Paint their sculpture.</p> <p>Varnish their sculpture.</p>	<p>Create a class nature collage outside.</p> <p>Create an individual landscape nature collage.</p> <p>Create an 'All About Me' collage for transition.</p>
<b>Supporting Materials</b>	<p><a href="https://grammarsaurus.co.uk/portal/tag/y2-chromatic/">https://grammarsaurus.co.uk/portal/tag/y2-chromatic/</a></p>	<p><a href="#">Y2 - Monochromatic Art - Grammarsaurus</a></p>	<p><a href="#">Year 2 Digital Art - iLearn2   Primary Computing. Made Easy</a></p>	<p><a href="https://www.kapowprimary.com/subjects/design-technology/key-stage-1/year-2/textiles-pouches/">https://www.kapowprimary.com/subjects/design-technology/key-stage-1/year-2/textiles-pouches/</a></p>	<p><a href="https://grammarsaurus.co.uk/portal/tag/y2-sculpture/">https://grammarsaurus.co.uk/portal/tag/y2-sculpture/</a></p>	<p><a href="https://www.twinkl.co.uk/search?q=collage&amp;c=244&amp;ca=11&amp;ct=slt&amp;r=teacher&amp;fco=0">https://www.twinkl.co.uk/search?q=collage&amp;c=244&amp;ca=11&amp;ct=slt&amp;r=teacher&amp;fco=0</a></p>

Year 3	Autumn 1 Collage: Paper Art	Autumn 2 Chromatic Art: Painting	Spring 1 Monochromatic Art: Drawing	Spring 2 Digital Art: Graphic Design	Summer 1 Textiles: Sewing	Summer 2 Sculpture: Clay
<p><b>National Curriculum Programme of Study</b></p>	<p>Create sketch books to record their observations and use them to review and revisit ideas.</p> <p>Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials.</p> <p>Know about great artists, architects and designers in history.</p>	<p>Create sketch books to record their observations and use them to review and revisit ideas.</p> <p>Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials.</p> <p>Know about great artists, architects.</p>	<p>Create sketch books to record their observations and use them to review and revisit ideas.</p> <p>Improve their mastery of art and design techniques, including drawing, with a range of materials.</p> <p>Know about great artists, architects and designers in history.</p>	<p>Select, use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals.</p>	<p>Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at individuals or groups.</p> <p>Generate, develop, model and communicate their ideas through discussion, annotated sketches.</p> <p>Select from and use a wider range of tools and equipment to perform practical tasks accurately.</p>	<p>Create sketch books to record their observations and use them to review and revisit ideas.</p> <p>Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials.</p> <p>Know about great artists, architects</p>
<p><b>RDPS Knowledge and Skills</b></p>	<p>Investigate the nature and qualities of different collage materials.</p> <p>Experiment with a range of collage techniques such as tearing, overlapping and layering to create images and represent textures.</p> <p>Create textured surfaces using a variety</p>	<p>Revise primary colours</p> <p>Know the differences between watercolour and acrylic paints.</p> <p>Begin to understand how to use watercolour paints.</p> <p>Revise what abstract art is.</p> <p>Know that art can cause an emotional response.</p>	<p>Draw a realistic portrait focusing on hair, eyes and mouth.</p> <p>Explore how lines and shapes can create artistic impressions.</p> <p>Revise how grip can impact control of a pencil.</p> <p>Explore how marks can be used to create an impression of texture.</p>	<p>Use various lines and fill tools plus copy/paste and rotation to create pattern effects.</p> <p>Use shapes, fill, copy/paste, zoom and flip to create reflective symmetry effects.</p> <p>Use stamps, copy/paste, layers and multiple frames to create animated GIF</p>	<p>Know that appliqué is a way of mending or decorating a textile by applying smaller pieces of fabric.</p> <p>Use a cross-stitch to join two pieces of fabric together.</p> <p>Know when two edges of fabric have been joined together, it is called a seam.</p>	<p>Know what can influence artists (being inspired by where they live.)</p> <p>Identify shapes in plants and understanding the definition of shape.</p> <p>Experiment with a range of ideas whilst sketching.</p> <p>Shape clay into balls, slabs and coils.</p>

	<p>of different papers and drawing materials.</p> <p>Reflect upon their own collage work and use comparisons with the work of others (pupils and artists) to identify how to improve.</p>	<p>Evaluate own illustrations.</p> <p>Talk about artwork with the appropriate vocabulary</p>		<p>computer game graphics.</p>	<p>Design and cut the template for a cushion. Know it is important to leave space on the fabric for the seam.</p> <p>Know some products are turned inside out after sewing so the stitching is hidden.</p> <p>Use cross-stitch and appliqué to decorate a cushion face.</p>	<p>Control a paintbrush for increased precision.</p> <p>Join using 'score and slip'.</p> <p>Create a pinch pot.</p> <p>Moulding a 3D plant sculpture.</p> <p>Paint and varnish a sculpture.</p> <p>Evaluate each other's work, as well as own.</p>
<b>Practical Outcomes</b>	<p>Create a series of collage thumbnails.</p> <p>Create collage cupcakes.</p> <p>Create a 2D collage cake stand.</p>	<p>Create a sketchbook page comparing acrylic to watercolour.</p> <p>Create watercolour rainbow.</p> <p>Paint a sketchbook page of leaves.</p> <p>Paint an insect.</p>	<p>Draw a page of hair textures.</p> <p>Draw a realistic eye.</p> <p>Draw a realistic portrait focusing on hair, eyes, nose and mouth.</p>	<p>Create wrapping paper effects.</p> <p>Build a city landscape and then use reflective symmetry.</p> <p>Design a level for a platform game.</p>	<p>Make a cushion that includes appliqué and cross-stitch.</p>	<p>Create a sketchbook page about pieces of Mexican art.</p> <p>Sketch cacti of varying shapes.</p> <p>Create a clay sculpture of a cactus in a pot.</p>
<b>Supporting Materials</b>	<p><a href="https://www.thenationalacademy/teachers/programmes/art-primary-ks2-/units/collage-eeb7/lessons?sid-8bb79a=8lfq1ctN2x&amp;sm=0&amp;src=3">https://www.thenationalacademy/teachers/programmes/art-primary-ks2-/units/collage-eeb7/lessons?sid-8bb79a=8lfq1ctN2x&amp;sm=0&amp;src=3</a></p>	<p><a href="https://grammarsaurus.co.uk/portal/tag/y3-chromatic/">https://grammarsaurus.co.uk/portal/tag/y3-chromatic/</a></p>	<p><a href="https://grammarsaurus.co.uk/portal/tag/y3-monochromatic/">https://grammarsaurus.co.uk/portal/tag/y3-monochromatic/</a></p>	<p><a href="https://www.ilearn2.co.uk/year3digitalart.html/">https://www.ilearn2.co.uk/year3digitalart.html/</a></p>	<p><a href="https://www.kapowprimary.com/subjects/design-technology/lower-key-stage-2/year-textiles-cushions-or-textiles-cushions/">https://www.kapowprimary.com/subjects/design-technology/lower-key-stage-2/year-textiles-cushions-or-textiles-cushions/</a></p>	<p><a href="https://grammarsaurus.co.uk/portal/tag/y3-sculpture/">https://grammarsaurus.co.uk/portal/tag/y3-sculpture/</a></p>

Year 4	Autumn 1 Sculpture: Clay	Autumn 2 Collage: Photo Collage	Spring 1 Chromatic: Painting	Spring 2 Monochromatic Art: Drawing	Summer 1 Digital Art: Graphic Design	Summer 2 Textiles: Sewing
<b>National Curriculum Programme of Study</b>	<p>Create sketch books to record their observations and use them to review and revisit ideas.</p> <p>Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials.</p> <p>Know about great artists, architects and designers in history.</p>	<p>Create sketch books to record their observations and use them to review and revisit ideas.</p> <p>Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials.</p> <p>Know about great artists, architects and designers in history.</p>	<p>Create sketch books to record their observations and use them to review and revisit ideas.</p> <p>Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials.</p> <p>Know about great artists, architects.</p>	<p>Create sketch books to record their observations and use them to review and revisit ideas.</p> <p>Improve their mastery of art and design techniques, including drawing, with a range of materials.</p> <p>About great artists, architects and designers in history.</p>	<p>Select, use and combine a variety of software on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals.</p>	<p>Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at individuals or groups.</p> <p>Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately.</p> <p>Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.</p>
<b>RDPS Knowledge and Skills</b>	<p>Identify different design features vases.</p> <p>Sketch designs to build up a portfolio of ideas.</p> <p>Describe and assess vases made by designers.</p> <p>Gather ideas for use in their own work.</p>	<p>Using pen and watercolour to create quick sketches.</p> <p>Know that art doesn't does not have to be precise.</p> <p>Plan and create a watercolour photocollage.</p> <p>Know that art can be impacted by society.</p>	<p>Describe what Pointillism is and experiment with a range of Pointillist techniques.</p> <p>Know how to mix colours to create secondary and tertiary colours.</p> <p>Know some pairs of complementary colours.</p>	<p>Use value and line to create form.</p> <p>Revise how we can control a pencil to create lines and values.</p> <p>Learn how to draw a basic shape using the appearance of form.</p> <p>Know that artists can use line and value to create perspective.</p>	<p>Know that graphic designers make the artwork for publications, including magazines, websites, posters, packaging and much more.</p> <p>Know what a digital icon is.</p> <p>Know that icons must be designed so that they stand out from the other icons and</p>	<p>Know that a fastening is something that holds two pieces of material together.</p> <p>Know that different fastening types are useful for different purposes.</p> <p>Know that creating a mock-up (prototype) of their design is useful for checking ideas and proportions.</p>

	<p>Incorporate design ideas or themes into their own designs.</p> <p>Use appropriate techniques in their work.</p> <p>Know how to develop their control of tools and techniques.</p> <p>Work with control and accuracy.</p> <p>Evaluate and adjust their designs.</p> <p>Make appropriate choices when decorating their vases.</p>	<p>Understand that the context of the painting or artist can influence how we understand it.</p> <p>Learn how technological advances can influence art.</p> <p>Study the work of collagists.</p> <p>Know about architecture as a form of art.</p> <p>Know the difference between drafting and sketching in architecture.</p> <p>Consider the steps to compose a collage.</p>	<p>Mix colours using Pointillism.</p> <p>Discuss artwork and say what they think and feel about it.</p> <p>Use Pointillism to create effects such as shading.</p> <p>Use Pointillism to blend colours.</p> <p>Know that Pointillism was an art movement that developed over time.</p>	<p>Use a one-point perspective with a vanishing point and horizon line.</p> <p>Know how artists create atmospheric perspective.</p>	<p>graphics but should be simple because they are small.</p> <p>Know we can use different skills on a computer to make our graphic designs accurate.</p> <p>Create an icon using different shapes and fill tools.</p> <p>Combine shapes and lines, then arrange them in front/behind each other.</p> <p>Combine shapes, colour and text to re-create an icon.</p>	<p>Explain the advantages and disadvantages of different types of fastening type.</p> <p>Design a product to meet design criteria.</p>
<b>Practical Outcomes</b>	<p>Make a vase for flowers.</p>	<p>Paint a quick sketch of a building.</p> <p>Create a photocollage inspired by buildings.</p>	<p>Use a pointillist technique on a colour wheel.</p> <p>Colour using complementary primary and secondary colours.</p> <p>Recreate shading techniques using pointillism.</p> <p>Paint a personal pointillism picture.</p>	<p>Draw a pair of dice.</p> <p>Draw a landscape using a one-point perspective.</p> <p>Draw a landscape using atmospheric perspective.</p>	<p>Create a Mail icon.</p> <p>Create a watch icon.</p> <p>Create The London Underground icon.</p> <p>Recreate the Google logo.</p>	<p>Make and test a paper template.</p> <p>Assemble a book jacket.</p>
<b>Supporting Materials</b>	<p><a href="https://planbee.com/collections/art/products/sculpting-vases?variant=34143848792202">https://planbee.com/collections/art/products/sculpting-vases?variant=34143848792202</a></p>	<p><a href="https://www.grammarsaurus.com/y4-chromatic-art">Y4 - Chromatic Art - Grammarsaurus</a></p>	<p><a href="https://planbee.com/collections/art/products/seurat-and-pointillism?variant=34143842467978">https://planbee.com/collections/art/products/seurat-and-pointillism?variant=34143842467978</a></p>	<p><a href="https://grammarsaurus.com/portal/tag/y4-monochromatic/">https://grammarsaurus.com/portal/tag/y4-monochromatic/</a></p>	<p><a href="https://www.ilearn2.co.uk/year-4-graphic-design/">https://www.ilearn2.co.uk/year-4-graphic-design/</a></p>	<p><a href="https://www.kapowprimary.com/subjects/design-technology/lower-key-stage-2/year-4/textiles-fastenings/">https://www.kapowprimary.com/subjects/design-technology/lower-key-stage-2/year-4/textiles-fastenings/</a></p>

Year 5	Autumn 1 Textiles: Sewing	Autumn 2 Sculpture: Clay	Spring 1 Collage: Paper Art	Spring 2 Chromatic Art: Painting	Summer 1 Monochromatic Art: Drawing	Summer 2 Digital Art: Graphic Design
<b>National Curriculum Programme of Study</b>	<p>Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at individuals or groups.</p> <p>Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately.</p> <p>Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.</p>	<p>Create sketch books to record their observations and use them to review and revisit ideas.</p> <p>Improve their mastery of art and design techniques, including sculpture with a range of materials.</p> <p>Know about great artists, architects and designers in history.</p>	<p>Create sketch books to record their observations and use them to review and revisit ideas.</p> <p>Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials.</p> <p>Know about great artists, architects and designers in history.</p>	<p>Create sketch books to record their observations and use them to review and revisit ideas.</p> <p>Improve their mastery of art and design techniques, including painting, with a range of materials.</p> <p>About great artists, architects and designers in history</p>	<p>Create sketch books to record their observations and use them to review and revisit ideas.</p> <p>Improve their mastery of art and design techniques, including drawing, with a range of materials.</p> <p>About great artists, architects and designers in history</p>	<p>Select, use and combine a variety of software on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals.</p>
<b>RDPS Knowledge and Skills</b>	<p>Design a stuffed toy.</p> <p>Sew a blanket stitch. create and add decorations to fabric.</p> <p>Know that blanket stitch is useful to reinforce the edges of a fabric material or join two pieces of fabric.</p>	<p>Explore shape and form within flowers.</p> <p>Create tints, shades and tones with paint.</p> <p>Know what analogous colours are and experiment with different combinations.</p>	<p>Investigate the nature and qualities of different collage materials.</p> <p>Experiment with a range of collage techniques such as tearing, overlapping and layering to create images and represent textures.</p>	<p>Use the seven elements of art to talk about artwork.</p> <p>Develop confidence using water colours.</p> <p>Know about the work of miniaturists.</p> <p>Develop skills in a portrait collage.</p>	<p>Use observations to notice details.</p> <p>Select different pencils for different effects.</p> <p>Use lines and shapes to create art.</p> <p>Describe the style of artworks with appropriate vocabulary.</p>	<p>Know apps can be used for, entertainment, shopping, education, socialising and banking.</p> <p>Know that apps are designed differently to websites because they are often used on a smaller screen, such as mobile phones.</p>

	<p>Know that soft toys are often made by creating appendages separately and then attaching them to the main body.</p> <p>Know that small, neat stitches which are pulled taut are important to ensure that the soft toy is strong and holds the stuffing securely.</p> <p>Use a blanket stitch to assemble the components of a stuffed toy.</p>	<p>Mould clay with a focus on delicacy and precision.</p> <p>Knowing what the four different types of clay are.</p> <p>Exploring shape and form within flowers.</p> <p>Understand what can influence artists.</p> <p>Reflect on the purpose of sculpture.</p>	<p>Create textured surfaces using a variety of different papers and drawing materials.</p> <p>Reflect upon their own collage work and use comparisons with the work of others (pupils and artists) to identify how to improve.</p>	<p>Know how artists use proportion.</p> <p>Research how technology can influence art.</p>	<p>Explore drawing with geometric shapes and lines.</p> <p>Evaluate your own work and process.</p>	
<b>Practical Outcomes</b>	<p>Design and make a soft toy with stuffing and applique designs.</p>	<p>Sketch various flowers and create a range of orange shades.</p> <p>Experiment with ways to make a clay sculpture of a flower.</p> <p>Make a clay sculpture of a flower.</p> <p>Paint their flower sculptures.</p> <p>Varnish their flower.</p>	<p>Create a photo montage using secondary source photographs.</p>	<p>Experiment with watercolour paints by mixing skin tones and painting four portraits.</p> <p>Paint a miniature portrait.</p> <p>Create own collaged self-portrait.</p>	<p>Draw and describe a cherry in different drawing styles.</p> <p>Draw their own doodle art.</p> <p>Draw a dog portrait in their own preferred drawing style.</p> <p>Draw a geometric stylised animal with a watercolour moon to create a mixed media piece.</p> <p>Draw a turtle in a style of their choice.</p>	<p>Use the tools in different presentation software (PowerPoint, Keynote, Google Slides) to design an app about your school with: - Slide size and background colour. - Text and images (including transparent images) on different pages. - Icons and interactive hyperlinks between pages.</p>
<b>Supporting Materials</b>	<p><a href="https://www.kapowprimary.com/subjects/design-technology/upper-key-stage-2/year-5/textiles-stuffed-toys/">https://www.kapowprimary.com/subjects/design-technology/upper-key-stage-2/year-5/textiles-stuffed-toys/</a></p>	<p><a href="https://grammarsaurus.co.uk/portal/tag/y5-sculpture/">https://grammarsaurus.co.uk/portal/tag/y5-sculpture/</a></p>	<p><a href="#">Who was Hannah Hoch?   KS2 Art and Design   Primary - BBC Bitesize</a></p>	<p><a href="https://grammarsaurus.co.uk/portal/tag/y5-chromatic/">https://grammarsaurus.co.uk/portal/tag/y5-chromatic/</a></p>	<p><a href="https://grammarsaurus.co.uk/portal/tag/y5-monochromatic/">https://grammarsaurus.co.uk/portal/tag/y5-monochromatic/</a></p>	<p><a href="https://www.ilearn2.co.uk/appdesignteacher.html/">https://www.ilearn2.co.uk/appdesignteacher.html/</a></p>

Year 6	Autumn 1 Digital Art: Graphic Design	Autumn 2 Textiles: Sewing	Spring 1 Sculpture: Clay	Spring 2 Collage: Paper Art	Summer 1 Chromatic Art: Painting	Summer 2 Monochromatic Art: Drawing
<b>National Curriculum Programme of Study</b>	<p>Select, use and combine a variety of software on a range of digital devices to design and create a range of programs, systems and content that accomplish given goals.</p>	<p>Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at individuals or groups.</p> <p>Select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately.</p> <p>Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work</p>	<p>Create sketch books to record their observations and use them to review and revisit ideas.</p> <p>Improve their mastery of art and design techniques, including sculpture with a range of materials.</p> <p>Know about great artists, architects and designers in history.</p>	<p>Create sketch books to record their observations and use them to review and revisit ideas.</p> <p>Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials.</p> <p>Know about great artists, architects and designers in history.</p>	<p>Create sketch books to record their observations and use them to review and revisit ideas.</p> <p>Improve their mastery of art and design techniques, including painting, with a range of materials.</p> <p>About great artists, architects and designers in history.</p>	<p>Create sketch books to record their observations and use them to review and revisit ideas.</p> <p>Improve their mastery of art and design techniques, including drawing, with a range of materials.</p> <p>About great artists, architects and designers in history</p>
<b>RDPS Knowledge and Skills</b>	<p>Copy and paste an original icon above into a slide and then create the icon shape and colour.</p> <p>Add the shapes and colours need for the calculator icon.</p> <p>Add button shapes using grouping and duplicating.</p> <p>Add a gradient effect to the icon shape and use</p>	<p>Know that it is important to design clothing with the client/target customer in mind.</p> <p>Know that using a template (or clothing pattern) helps to accurately mark out a design on fabric.</p> <p>Know the importance of consistently sized stitches.</p> <p>Design a waistcoat</p>	<p>Learn how brush choices influence outcomes.</p> <p>Demonstrate proficiency with clay.</p> <p>Design a sculpture considering the emotional response created.</p> <p>Learn to consider the viability of design.</p>	<p>Know about or build upon existing knowledge about endangered animals and the factors leading to their endangerment.</p> <p>Practice collage-making techniques, including cutting and arranging to create a recycled collage of an endangered animal.</p> <p>Use watercolours proficiently.</p>	<p>Use precision whilst creating a collage.</p> <p>Use a pencil rubbing to transfer a design sketch.</p> <p>Use the seven elements of art to talk about artwork.</p> <p>Know that art doesn't have to be realistic.</p>	<p>Notice details using values to create a form.</p> <p>Select different pencils for different effects.</p> <p>Use proportion when drawing.</p> <p>Use shapes to guide our observations and drawing.</p> <p>Use values to create a realistic portrait.</p>

	<p>the colour picker to get the exact colour. Add gradient and transparency to each shape.</p>	<p>mark and cut fabric according to a design.</p> <p>Assemble a waistcoat.</p> <p>Applique a waistcoat.</p>	<p>Know you can sculpt clay around something, like foil, to build larger structures.</p> <p>Increase the range of colours used for effect.</p> <p>Apply an understanding of colour theory.</p> <p>Understand what can influence artists.</p> <p>Know that artists can develop recognisable styles.</p> <p>Consider who decides the value of art</p> <p>Evaluate their own and others work.</p>	<p>Conduct research on their chosen endangered animal, gathering information on its characteristics, habitat, and conservation status.</p> <p>Through discussion, reflect on the impact of human activities on wildlife and consider how art can be used as a tool for advocacy and change.</p>	<p>Consider whether designs on t-shirts can be called art.</p> <p>Know that art can be mass-produced and sold.</p> <p>Use watercolours proficiently.</p> <p>Use the grid method to transfer an image.</p> <p>Evaluate other people's art and their own.</p>	<p>Evaluating your own work and the work of others.</p>
<b>Practical Outcomes</b>	<p>Design a weather, call, and photo app icon for the front of a mobile phone.</p>	<p>Make a waistcoat for a soft toy.</p>	<p>Paint a colour wheel of primary, secondary and tertiary colours.</p> <p>Make a clay sculpture of a doughnut.</p> <p>Make own sculpture inspired by food.</p> <p>Paint a sculpture.</p> <p>Varnish a sculpture.</p>	<p>Create a landscape collage to include a watercolour background and collages of endangered animals in the wild.</p>	<p>Create a protest sign with a collage.</p> <p>Design artwork for a charity t-shirt.</p> <p>Explore how to use watercolours to create tints and shades.</p> <p>Complete a watercolour piece, considering whether to add collage pieces.</p>	<p>Draw a realistic eye</p> <p>Draw a self-portrait, outlining face shape and adding eyes.</p> <p>Draw a realistic nose and continue working on a self-portrait.</p> <p>Draw realistic lips.</p>
<b>Supporting Materials</b>	<p><a href="https://www.ilearn2.co.uk/year6graphicdesign.html/">https://www.ilearn2.co.uk/year6graphicdesign.html/</a></p>	<p><a href="https://www.kapowprimary.com/subjects/design-technology/upper-key-stage-2/year-6/textiles-">https://www.kapowprimary.com/subjects/design-technology/upper-key-stage-2/year-6/textiles-</a></p>	<p><a href="https://grammarsaurus.co.uk/portal/tag/y6-sculpture/">https://grammarsaurus.co.uk/portal/tag/y6-sculpture/</a></p>	<p><a href="https://theartyteacher.com/downloads/endangered-animals-collage/">https://theartyteacher.com/downloads/endangere-d-animals-collage/</a></p>	<p><a href="https://grammarsaurus.co.uk/portal/tag/y6-chromatic/">https://grammarsaurus.co.uk/portal/tag/y6-chromatic/</a></p>	<p><a href="https://grammarsaurus.co.uk/portal/tag/y6-monochromatic/">https://grammarsaurus.co.uk/portal/tag/y6-monochromatic/</a></p>