

Art and Design Curriculum Map



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

- ✓ to create sketch books to record their observations and use them to review and revisit ideas
- ✓ to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]
- ✓ about great artists, architects and designers in history

Year 1	Autumn 1 Monochromatic: Drawing	Autumn 2 Digital Art: Graphic Design	Spring 1 Textiles: Sewing	Spring 2 Sculpture: Clay	Summer 1 Collage: Paper Art	Summer 2 Chromatic: Painting
National Curriculum Programme of Study	<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 and manipulate digital content.</p> <p>Recognize common uses of technology beyond school.</p> <p>Evaluate their ideas and products against design criteria.</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.</p> <p>Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.</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>	<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</p>

			Evaluate, explore and evaluate a range of existing products.			different practices and disciplines, and making links to their own work.
RDPS Knowledge and Skills	<p>Use a pencil to explore value.</p> <p>Develop control over a pencil.</p> <p>Control a pencil with increased precision.</p> <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 basic artwork.</p> <p>Make changes where required.</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>Know that 'joining technique' means connecting two pieces of material together.</p> <p>Know that there are various temporary methods of joining fabric by using staplers, 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 what clay is and where it comes from.</p> <p>Shape clay into balls, slabs and coils.</p> <p>Imprint into clay with different objects.</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>Explore different types of paper used in art.</p> <p>Use paper to create a collage.</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 primary colours.</p> <p>Mix paints to make secondary colours.</p> <p>Know the definition of line and colour.</p> <p>Identify abstract and realism paintings.</p> <p>Comparing differences and similarities between artworks.</p>
Practical Outcomes	<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>
Supporting Materials	<p>Y1 - Monochromatic - Grammarsaurus</p>	<p>Year 1 Digital Art - iLearn2 Primary Computing. Made Easy.</p>	<p>https://www.kapowprimary.com/subjects/design-technology/key-</p>	<p>Y1 - Sculpture - Grammarsaurus</p>	<p>Paper Art Lesson - KS1 Art Lesson from PlanBee</p>	<p>Y1 - Chromatic - Grammarsaurus</p>

Year 2	Autumn 1 Chromatic: Painting	Autumn 2 Monochromatic: Drawing	Spring 1 Digital Art: Graphic Design	Spring 2 Textiles: Sewing	Summer 1 Sculpture: Clay	Summer 2 Collage: Paper Art
National Curriculum Programme of Study	<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>
RDPS Knowledge and Skills	<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>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>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>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>Know about an artist who uses colour for impact. 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>Neatly pin and cut fabric using a template.</p> <p>Evaluate own work.</p>	<p>Create a relief design.</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>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.</p>
Practical Outcomes	<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>
Supporting Materials	<p>https://grammarsaurus.co.uk/portal/tag/y2-chromatic/</p>	<p>Y2 - Monochromatic - Grammarsaurus</p>	<p>Year 2 Digital Art - iLearn2 Primary Computing. Made Easy</p>	<p>https://www.kapowprimary.com/subjects/design-technology/key-stage-1/year-2/textiles-pouches/</p>	<p>https://grammarsaurus.co.uk/portal/tag/y2-sculpture/</p>	<p>https://www.twinkl.co.uk/search?q=collage&c=244&ca=11&ct=slt&r=teacher&fco=0</p>

Year 3	Autumn 1 Collage: Paper Art	Autumn 2 Chromatic: Painting	Spring 1 Monochromatic: Drawing	Spring 2 Digital Art: Graphic Design	Summer 1 Textiles: Sewing	Summer 2 Sculpture: Clay
National Curriculum Programme of Study	<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>
RDPS Knowledge and Skills	<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>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>Evaluate own illustrations.</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>Reflect upon their own collage work and use comparisons with the work of others (pupils and artists) to identify how to improve.</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>Shape clay into balls, slabs and coils. 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>
Practical Outcomes	<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>
Supporting Materials	<p>https://www.thenational.academy/teachers/programmes/art-primary-ks2-l/units/collage-eeb7/lessons?sid-8bb79a=8lfq1ctN2x&sm=0&src=3</p>	<p>https://grammarsaurus.co.uk/portal/tag/y3-chromatic/</p>	<p>https://grammarsaurus.co.uk/portal/tag/y3-monochromatic/</p>	<p>https://www.ilearn2.co.uk/year3digitalart.html/</p>	<p>https://www.kapowprimary.com/subjects/design-technology/lower-key-stage-2/year-textiles-cushions-or-textiles-cushions/</p>	<p>https://grammarsaurus.co.uk/portal/tag/y3-sculpture/</p>

Year 4	Autumn 1 Sculpture: Clay	Autumn 2 Collage: Photo collage	Spring 1 Chromatic: Painting	Spring 2 Monochromatic: Drawing	Summer 1 Digital Art: Graphic Design	Summer 2 Textiles: Sewing
National Curriculum Programme of Study	<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>
RDPS Knowledge and Skills	<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>Incorporate design ideas or themes into their own designs.</p>	<p>Using pen and watercolour to create quick sketches.</p> <p>Know that art doesn't have to be precise.</p> <p>Plan and create a watercolour photocollage.</p> <p>Know that art can be impacted by society.</p> <p>Understand that the</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</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>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>ideas and proportions.</p> <p>Explain the advantages and disadvantages of different types of fastening type.</p> <p>Design a product to meet design criteria.</p>
Practical Outcomes	<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>
Supporting Materials	<p>https://planbee.com/collections/art/products/sculpting-vases?variant=34143848792202</p>	<p>Y4 - Chromatic - Grammaraurus</p>	<p>https://planbee.com/collections/art/products/seurat-and-pointillism?variant=34143842467978</p>	<p>https://grammarsaurus.co.uk/portal/tag/y4-monochromatic/</p>	<p>https://www.ilearn2.co.uk/year-4-graphic-design/</p>	<p>https://www.kapowprimary.com/subjects/design-technology/lower-key-stage-2/year-4/textiles-fastenings/</p>

Year 5	Autumn 1 Textiles: Sewing	Autumn 2 Sculpture: Clay	Spring 1 Collage: Paper Art	Spring 2 Chromatic: Painting	Summer 1 Monochromatic: Drawing	Summer 2 Digital Art: Graphic Design
National Curriculum Programme of Study	<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>
RDPS Knowledge and Skills	<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</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</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>appropriate vocabulary.</p> <p>Explore drawing with geometric shapes and lines.</p> <p>Evaluate your own work and process.</p>	<p>on a smaller screen, such as mobile phones.</p>
Practical Outcomes	<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>
Supporting Materials	<p>https://www.kapowprimary.com/subjects/design-technology/upper-key-stage-2/year-5/textiles-stuffed-toys/</p>	<p>https://grammarsaurus.co.uk/portal/tag/y5-sculpture/</p>	<p>Who was Hannah Hoch? KS2 Art and Design Primary - BBC Bitesize</p>	<p>https://grammarsaurus.co.uk/portal/tag/y5-chromatic/</p>	<p>https://grammarsaurus.co.uk/portal/tag/y5-monochromatic/</p>	<p>https://www.ilearn2.co.uk/appdesignteacher.html/</p>

Year 6	Autumn 1: Digital Art	Autumn 2 Textiles: Sewing	Spring 1 Sculpture: Clay	Spring 2 Collage: Paper Art	Summer 1 Chromatic: Painting	Summer 2 Monochromatic: Drawing
National Curriculum Programme of Study	<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>
RDPS Knowledge and Skills	<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>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>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 you can sculpt clay around something, like</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 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>Add a gradient effect to the icon shape and use the colour picker to get the exact colour. Add gradient and transparency to each shape.</p>	<p>Design a waistcoat mark and cut fabric according to a design. Assemble a waistcoat. Applique a waistcoat.</p>	<p>foil, to build larger structures. Increase the range of colours used for effect. Apply an understanding of colour theory. Understand what can influence artists. Know that artists can develop recognisable styles. Consider who decides the value of art Evaluate their own and others work.</p>	<p>Use watercolours proficiently. Conduct research on their chosen endangered animal, gathering information on its characteristics, habitat, and conservation status. 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. Know that art can be mass-produced and sold. Use watercolours proficiently. Use the grid method to transfer an image. Evaluate other people's art and their own.</p>	<p>Use shapes to guide our observations and drawing. Use values to create a realistic portrait. Evaluating your own work and the work of others.</p>
Practical Outcomes	<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. Make a clay sculpture of a doughnut. Make own sculpture inspired by food. Paint a sculpture. 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. Design artwork for a charity t-shirt. Explore how to use watercolours to create tints and shades. Compete a watercolour piece, considering whether to add collage pieces.</p>	<p>Draw a realistic eye Draw a self-portrait, outlining face shape and adding eyes. Draw a realistic nose and continue working on a self-portrait. Draw realistic lips.</p>
Supporting Materials	<p>https://www.ilearn2.co.uk/year6graphicdesign.html/</p>	<p>https://www.kapowprimary.com/subjects/design-technology/upper-key-stage-2/year-6/textiles-</p>	<p>https://grammarsaurus.co.uk/portal/tag/y6-sculpture/</p>	<p>https://theartyteacher.com/downloads/endangered-animals-collage/</p>	<p>https://grammarsaurus.co.uk/portal/tag/y6-chromatic/</p>	<p>https://grammarsaurus.co.uk/portal/tag/y6-monochromatic/</p>