

Essence of subject / Fluency: Drawing skills / visual representation/ line and form
Themes: Drawing, colour, texture, form, printing, pattern

NC KS1

Key stage 1 Pupils should be taught:

- to use a range of materials creatively to design and make products
- to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination
- to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space
- 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.

NC KS2

Pupils should be taught to develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design. Pupils should be taught:

- 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.

	Fluency- Drawing Taught in first 2 weeks of every academic year and then drip fed through linked to essence of the subject	Autumn Drawing (fluency) + colour	Spring Printing and pattern	Summer Texture and form
Y1	Use a variety of drawings tools – Explore different textures – Observe and draw landscapes – Observe patterns – observe anatomy (faces, limbs)	Name all the colours – mixing of colours – find collections of colour – applying colour with a range of tools	Printing Create patterns – Develop impressed images – Relief printing Pattern Awareness and discussion of patterns – repeating patterns – symmetry	Texture weaving – collage – Sort according to specific qualities – how textiles create things Form Construct – Use materials to make known objects for a purpose – Carve – Pinch and roll coils and slabs using a modelling media – Make simple joins
Y2	Experiment with tools and surfaces – draw a way of recording experiences and feelings – discuss use of shadows, use of light and dark – Sketch to make quick records	Begin to describe colours by objects – make as many tones of one colour as possible (using white) – Darken colours without using black – using colour on a large scale	Printing Print with a growing range of objects – Identify the different forms printing takes Pattern Experiment by arranging, folding, repeating, overlapping, regular and irregular patterning – natural and manmade patterns – Discuss	Texture overlapping and overlaying to create effects – Use large eyed needles – running stitches – Simple appliqué work – Start to explore other simple stitches – collage Form Awareness of natural and man-made forms –

			regular and irregular	Expression of personal experiences and ideas – to shape and form from direct observation (malleable and rigid materials) – decorative techniques – Replicate patterns and textures in a 3D form – work and that of other sculptors
Y3	Experiment with the potential of various pencils – close observation – Draw both the positive and negative shapes – initial sketches as a preparation for painting – accurate drawings of people – particularly faces	colour mixing – make colour wheels – introduce different types of brushes – techniques- apply colour using dotting, scratching, splashing	<p>Printing Relief and impressed printing – recording textures/patterns – mono printing – colour mixing through overlapping colour prints</p> <p>Pattern pattern in the environment – design – using ICT – make patterns on a range of surfaces – symmetry</p>	<p>Texture Use smaller eyed needles and finer threads – weaving – Tie dying, batik</p> <p>Form Shape, form, model and construct (malleable and rigid materials) – Plan and develop – understanding of different adhesives and methods of construction – aesthetics</p>
Y4	Identify and draw the effect of light – scale and proportion – accurate drawings of whole people including proportion and placement – Work on a variety of scales – computer generated drawings	colour mixing and matching; tint, tone, shade – observe colours – suitable equipment for the task – colour to reflect mood	<p>Printing Use sketchbook for recording textures/patterns – Interpret environmental and manmade patterns – modify and adapt print</p> <p>Pattern Explore environmental and manmade patterns – tessellation</p>	<p>Texture Use a wider variety of stitches – observation and design of textural art – experimenting with creating mood, feeling, movement- – compare different fabrics</p> <p>Form Experience surface patterns / textures – Discuss own work and work of other sculptors – analyse and interpret natural and manmade forms of construction</p>
Y5	Effect of light on objects and people from different directions – interpret the texture of a surface – produce increasingly accurate drawings of people – concept of perspective	hue, tint, tone, shades and mood – explore the use of texture in colour – colour for purposes	<p>Printing Combining prints – design prints – make connections – discuss and evaluate own work and that of others</p> <p>Pattern Experiments with approaches/patterns used by other artists - Designs patterns for a purpose e.g. fabrics, book covers and wallpaper</p>	<p>Texture Use stories, music, poems as stimuli – Select and use materials – embellish work – fabric making – artists using textile</p> <p>Form Use stimuli as a starting point for 3D work with a particular focus on form, shape, pattern, texture, colour - study 3D work from a variety of genres and cultures to develop own response through models, experimentation and design stages - recreate 2D images in 3D e.g. recreate a landscape or figure focusing on form/surface</p>

Y6	<p>Select appropriate media/techniques to achieve a specific outcome – use extended sets of drawings in sketchbook to plan (painting, print, 3d) – annotate art to inform ideas/emotions – build up drawings and images of whole or parts using various techniques e.g. card, relief, found materials, torn and cut materials - use charcoal/pastels in response to light and dark, shadows and well-lit areas</p>	<p>hue, tint, tone, shades and mood – explore the use of texture in colour – colour for purposes – colour to express feelings</p>	<p>Printing Builds up drawings and images of whole or parts of items using various techniques – Screen printing – Explore printing techniques used by various artists</p> <p>Pattern Create own abstract pattern to reflect personal experiences and expression – create pattern for specific purposes</p>	<p>Texture Develops experience in embellishing – Applies knowledge of different techniques to express feelings – Work collaboratively on a larger scale</p> <p>Form Plan and develop ideas through own expression/response – Shape, form, model and join – observation or imagination – properties of media – apply knowledge of different techniques to expressive weight, scale or a concept - discuss and evaluate own work and that of other sculptors</p>
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SUGGESTED ARTISTS – NEEDS PLANNING

	<p>Drawing Jim Edwards (local), Ben Miller (local), Leonardo Da Vinci, Vincent Van Gogh</p>	<p>Painting Mary Ann Rogers (local), Pitmen Painters (local – Fred Laidler, Ron Gribbons) Pollock, Monet, Chagall, Ben Moseley, Van Gogh, Henri Rousseau,</p>	<p>Printing Dave Thompson (local), Picasso, Dan Mather, Andy Warhol, Banksy</p> <p>Pattern Joan Miro, Bridget Riley, Escher, Paul Klee, Charles Renee Mackintosh</p>	<p>Texture Linda Caverley, Molly Williams, William Morris, Gustav Klimt</p> <p>Form Antony Gormley (local), Henry Moore, Barbara Hepworth, Andy Goldsworthy, Giuseppe Arcimboldo</p>
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Key Questions (linked to evaluating):

- What is your favourite colour?
- What do you like/dislike (surroundings)?
- What do you like about your own/others work?
- How does your own, peers, other artists work make you feel?
- What might you change in your work next time? Do differently?
- Can you write an evaluation of your work?
- How is your method/approach similar to others? How is your method/approach different to others?
- Can you annotate work, sketches and drawings to inform a final piece?
- What do you like /dislike about an artists work? (link to elements in art e.g. line, shape, pattern etc)
- How are you going to use the artists work to inspire you?
- Why do you like/dislike a specific feature within an artists work/technique?
- Why have you chosen a specific media, style or technique? How has this impacted your final piece?
- How did your final piece impact/have an effect on the viewer/environment? How did you do this?