

East Midlands Academy Trust Art and Design Curriculum – Overview













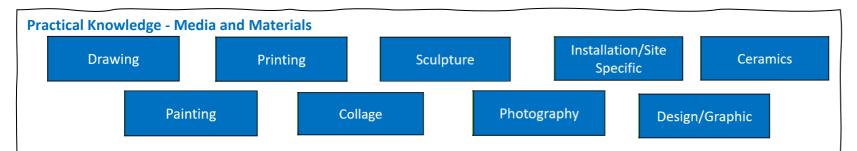


Why Teach Art and Design?

Art, craft and design embody some of the highest forms of human creativity. Art supports students' personal development through creativity and self-expression, alongside developing resilience, confidence and critical thinking skills. We aim to engage learners in the creative process, encouraging them to express their individuality, whilst building skills in problem solving, decision making about their own work and that of others - learning to reflect and evaluate as work progresses. We promote the enjoyment of Art for itself, the development of skills with increasing mastery as they progress and in their engagement in Art Craft and design. Art Craft and design in their many forms can then be taken forward either into exams, or for itself and have a lifelong impact with a love of art and artwork.

Our Curriculum will

- Produce creative work exploring their ideas and recording their experiences
- Enable leaners to become proficient in drawing painting and other art craft and design techniques
- Evaluate and analyse creative works using the language of art, craft and design- and the Formal Elements.
- Enable learners to know about great artists form history and to current contemporary artists, craft makers and designers and understand the historical and cultural development of their art forms.



Practical Knowledge - Formal Elements of Art

Line

The path left by a moving point e.g. a pencil or brush dipped in paint.

A line can take many forms e.g. horizontal, diagonal or curved.



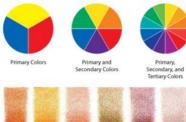
curved.

Pattern

A design the is created by repeating lines, shapes, tones or colours. Can be manmade, like a design on a fabric, or natural, such as the markings on animal fur



Colour A reflection of light, seen by the



Texture
The surface quality of something, the way it feels or looks like it feels.
Actual Texture – really exists and can be felt or touched
Visual Texture – created using different marks to represent actual texture



Mood

Art can evoke certain feelings in the viewer or create a particular atmosphere.



Shape

A shape is an area enclosed by a line/edge (shaded in or just an outline).



Form

Form is a 3 dimensional shape such as a sphere, cube or a cone. Sculpture and 3D design are about creating forms.





Space

The distance and area around, above, between or below objects.



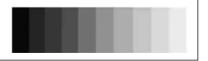
Composition

The placement or arrangements of visual elements or ingredients in a work of art.



Tonal Value

Degrees of lightness or darkness. The difference between values is called value contrast.



Substantive Disciplinary Practical Knowledge Knowledge Knowledge



Generate Ideas



Make



Analyse



Historical & Cultural
Development

Making

Acquiring knowledge about Art and artists.

Engaging in debate and dialogue across the breadth of art and its narrative through history. Emphasising the similarities and difference, connection, meaning and interpretations of art.

Understanding a variety of artists from different backgrounds, eras and cultures

Practical

Makes it possible to visually communicate and create ideas and demonstrate thought

- using different techniques and methods to create art.
- using a variety of media and materials
- using technical language and techniques

Art & Design

Knowledge

Theoretical Disciplinary Knowledge

which art exists,
what artists do and
why.

Engage in dialogue

and debate, acquire cultural capital and be affected by art.

The multiple ways in

Combining practical and theoretical knowledge.

Art and Design Teaching Approaches

We use the following approaches to teaching topics.

Primary Research

- Drawing in a variety of ways
- Looking at images from a variety of sources
- Looking at real objects

Contextual Research

- Studying a variety of art, craft and designers work to inspire and inform practical work.
- Learners are encouraged to form their own opinions and listen to other's viewpoints

Learn and Experiment with new materials

 Learner's practice and learn how to use a range of different media and art techniques. They are encouraged to experiment

Final Outcome

 Pupils will use prior learning, knowledge, and practice to help design and generate a final outcome that showcases their learning and understanding.



EYFS Curriculum Map















Expressive Arts and Design

Being Imaginative and Expressive

Creating with Materials

The development of children's artistic and cultural awareness supports their imagination and creativity. It is important that children have regular opportunities to engage with the arts, enabling them to explore and play with a wide range of media and materials. The quality and variety of what children see, hear and participate in is crucial for developing their understanding, self-expression, vocabulary and ability to communicate through the arts. The frequency, repetition and depth of their experiences are fundamental to their progress in interpreting and appreciating what they hear, respond to and observe.

		Autumn 1	Spring 1	Summer 1
Key Vocabula	ary			
p and	aginative	 Make use of props and materials to role play characters in narratives and stories Sing a range of well-known nursery rhymes and songs Model and encourage singing to self and making up simple songs Model how to tap rhythms to accompany words, such as tapping the syllables of names, objects, animals and the lyrics of a song. Watch and talk about dance and 	 Perform songs, rhymes, poems and stories with others Play pitch-matching games, humming or singing short phrases for children to copy. Sing call-and-response songs, so that children can echo phrases of songs you sing. Tap out simple repeated rhythms Play music with a pulse for children to move in time with and encourage them to respond to changes: they could jump when the music suddenly becomes louder, for example 	 Invent, adapt and recount narrative and stories with peers and their teacher Experience different kinds of music from across the globe, including traditional and folk music from Britain. Encourage children to listen attentively to music. Discuss changes and patterns as a piece of music develops.
		performance art, expressing their feelings and responses. - Play movement and listening games that use different sounds for different movements. Suggestions: march to the sound of the drum or creep to the sound of the maraca.	- Experience moving in time with music	- Encourage children to replicate choreographed dances, such as pop songs and traditional dances from around the world.
with	eating :h :terials	 Provide children with a range of materials for children to construct with. Encourage them to think about and discuss what they want to make. Discuss problems and how they might be solved as they arise. Reflect with children on how they have achieved their aims. Use various construction materials, e.g. joining pieces, staking vertically and horizontally, balancing, making enclosures and creating spaces 	- Share creations, explaining the process they have used	- Safely uses and explores a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function
		 Use tools for a purpose Talk to children about the differences between colours. Help them to explore and refine their colour mixing – for example: "How does blue become green?" 	 Continue to explore colour and how colours can be changed Develops an understanding of using lines to enclose a space, and begins to use drawing to represent actions and objects based on imagination, observation and experience Encourage children to notice features in the natural world. Help them to define colours, shapes, texture and smells in their own words. Discuss children's responses to what they see. 	 Develop colour-mixing techniques to be able to match the colours they see and want to represent, with step-by-step guidance when appropriate. Introduce children to the work of artists from across times and cultures. Help them to notice where features of artists' work overlap with the childrens, for example in details, colour, movement or line.



East Midlands Academy Trust Art and Design Curriculum Overview













	Aut	tumn		Spring		Su	mmer	
	Artist/Style Focus	Knowledge and Skills	Artist/Style Focus	Knowledge and S	Skills	Artist/Style Focus	Knowledge and	l Skills
Year 1	People/ Portraits: Looking at me Artists link – Greats and modern Picasso, Kahlo, Da Vinci, Van Gogh, Klimt, Ofeli, Warhol	Observation – mirror – look at self Mix a skin tone/matching colours to my hair/skin/eyes. Line Shape Composition Colour Mood	Art Links: African pattern/Anansi	Line drawing Mark making Shapes Repeated patterns Oil pastel resist Collage	<mark>Line</mark> Shape Pattern Mood	Animal – Big Cats Artist link: Yago Partel, Rousseau	Shapes Oil pastel Pattern making Mixing green Mark making	Line Shape Pattern Texture Colour
Year 2	Fire! Great Fire of London Artist link: Jan Griffier The Great Fire of London Emma Adams and James Weston Lewis	Water colour painting Oil pastel resist Colouring pencils Creative drawing and mark making Mood Line Colour Composition Shape	Mushrooms Artists Link: Christiaan Nagel/Susannah Blaxhill	Drawing from observation Colour mixing and matching Block painting Brush handling and control Using templates Printing, polyprint, single colour	Line Shape Tonal value Texture Form	Seaside Artist Link: Edward Hopper/ Wayne Theibauld	Watercolour painting Brush handling and control Making 3D – cardboard/mixed media	Shape Pattern Colour Texture Mood Compositio n
Year 3	Artists links: Stone Age art/Graffiti, Keith Haring. Mr Doodle	•Charcoal drawing •Mark making •Line drawing •Line drawing •Composition Space	Volcanoes Artist Link: Andy Warhol Turner	Colour mixing and matching to colour wheel Mixing block paint Brush handling and control Graphite drawing and mark making	Colour Line Shape Texture Mood	Egypt Artists link: Traditional ancient Egyptian art	Pencil colour blending • Clay- slab and impressed marks	Line Tonal Value Form Texture
Year 4	Portrait Artists links: Naum Gabo Picasso	Pencil drawing Tonal qualities/grey scale 3D Cardboard slotted head Texture Form	Rainforest Frogs Artists links: Henri Rousseau	Colour theory and mixing secondary's Pattern and design Using paint	Colour Pattern Shape Space Line	Romans Artists links: ancient art inspired (Mosaic, Coins, Shields, Sculpture)	Design Pattern and shape	Form Shape Pattern Composition
Year 5	Houses/Buildings Artist link – Hundertwasser/Gaudi	•Working in relief •Designing and creative drawing •Clay slab made house- Flat/3D slabs Shape Colour Line Pattern Texture	Aztecs Art links: Ancient and modern Aztec Design	Design Make a printing block Print process	<mark>Line</mark> <mark>Pattern</mark> Shape	Earth and space Artists links: Peter Thorpe. Kandinsky	Mixed media- watercolour painting Quality of line – pen work	Line Pattern Shape
Year 6	WW2	Expressive Oil pastel drawing Wax resist Responding to artist and mood Composition Mood	Africa	Cardboard manipulation 3d/Relief construction	Pattern Line Form Texture	All about me – portrait and personality	Create mind mapping Colour and design Portrait recap Creating personal work about themselves- becoming an artist	Composition Pattern Shape Colour
	Artists links: Henry Moore – War Art/Paul Nash		Art links: Traditional African art and Craft			Artists links: Takashi Murakami & Yayoi Kusama		
			Every child deserves to	o be the best they can	be			



East Midlands Academy Trust Art and Design Curriculum – Formal Elements Progression Overview













Formal Elements of Art

The Formal Elements are the parts used to make a piece of artwork. The art elements are **line**, **shape**, **space**, **form**, **tone**, **texture**, **pattern**, **mood**, **colour** and **composition**. They are often used together, and how they are organised in a piece of art determines what the finished piece will look like. All formal elements are covered in some way in all projects however there is a greater focus in projects on a limited number of Formal Elements to help the focus of teaching and learning.

Formal Elements of Art across Key stage 1 and 2

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	Formal elements	Formal elements	Formal elements	Formal elements	Formal elements	Formal elements
Project	Portrait	Roald Dahl	Drawing on Walls	3D Portraits	Houses and buildings	WW2
Autumn	<u>Line</u>	Line	<u>Line</u>	Composition	<mark>Shape</mark>	<u>Line</u>
	<u>Shape</u>	Colour	Texture	Texture	Colour	<mark>Space</mark>
	Composition	Composition	Shape	Form	Line	Composition
	Colour	Mood	Composition		Pattern	Mood
	Mood	Mood	Space		Texture	
Project	Spider Stories	Mushrooms	Volcanos	Rainforest frogs	Aztecs	African Art
Spring	<u>Line</u>	<mark>Line</mark>	Colour	Colour	Line	<mark>Pattern</mark>
	<mark>Shape</mark>	<mark>Shape</mark>	<mark>Line</mark>	Pattern Pattern	<mark>Pattern</mark>	<u>Line</u>
	Pattern Pattern	Tonal value	Shape	<u>Shape</u>	Shape	Form
	Mood	Texture	Texture	Space		Texture
		Form	Mood	Line		Tonal Value
Project	Big Cats	Seaside	Egypt	Romans	Earth and Space	All About Me
Summer	<u>Line</u>	<mark>Shape</mark>	<mark>Line</mark>	<mark>Form</mark>	Colour	Composition
	<mark>Shape</mark>	<mark>Pattern</mark>	Tonal Value	<mark>Shape</mark>	Texture	<mark>Pattern</mark>
	Pattern	Colour	Form	Pattern	Line	<u>Shape</u>
	Texture	Texture	Texture	Composition	Form	Colour
	Colour	Mood		Tonal Value	Composition	
	Tonal Value	Composition			Tonal Value	



East Midlands Academy Trust Art and Design Curriculum – Formal Elements Progression Map













		Year 1			Year 2			Year 3			Year	4		Year 5			Year 6	
Colour	to mix the secondar • Mix color	nary colours a lem to create ry colours. urs together colours throu enting	to create	Mix, apply purpose us	ur theory – colo e r and refine colo sing wet and dr heir colour sele	our mixing for y media.	mixing sec colours, ap	ondary colours plying colour.	understanding of and tertiary ours for purpose.	secondary different p familiar. • Creating co	colours and ter ourposes. Colou	nderstanding of mixing rtiary colours for r wheel should be g with white=Tints rerent greens-	be reinford to mix and colours. • Understan well togetl	e of the colour ced. Increased of use specifically ding of colours her – harmoniouplementary.	confidence y selected that go	abstract objExpress feel	ects/items ings and emot	epresent real and ons through colour. to work by artists.
	Autumn	Spring	Summer	Autumn	Spring	Summer	Autumn	Spring	Summer	Autumn	Spring	Summer	Autumn	Spring	Summer	Autumn	Spring	Summer
Form Programme	through r	out form and making sculp ng language.	tures and	3D sculptu understan when drav	eir practical abil Iral forms and b d how to repres wing. Eg Mushro	egin to sent form		ange of materi	lity to describe 3D als, including	in 3D using materials of Respond to	g cardboard ma eg clay/Modroc	escribe and model form nipulation and other how artists use and	describe a	tend their abili nd model form nge of materials	in 3D	 Create more refined sculpture (Mask/figure) by responding to African arts and culture. Analyse and study artists' use of form. 		rts and culture.
	Autumn	Spring	Summer	Autumn	Spring	Summer	Autumn	Spring	Summer	Autumn	Spring	Summer	Autumn	Spring	Summer	Autumn	Spring	Summer
<u>Line</u>	other media. and cor • Use, express and experiment with line for purpose, then use appropriate language to describe lines.		and control. forms through different types of line. Introduced to using a centre line when drawing A Through different types of line. A Through different types of line. Through different types of line. Through different types of line. Through different types of line.		shapes. Eg	planning a hea	y to draw accurate d (drawing for purpose). v artists use line in their	understan	d develop a gre ding of how to can help enha	apply line	using line w	wledge and ur hen drawing p ater skill and c						
	Autumn	Spring	Summer	Autumn	Spring	Summer	Autumn	Spring	Summer	Autumn	Spring	Summer	Autumn	Spring	Summer	Autumn	Spring	Summer
<mark>Pattern</mark>	design ar	and patterns and make patt materials.	,	repeating a ldentify na	nge of techniqu and nonrepeati atural and manr tterns of their o	ng patterns. nade patterns.				geometric	repeating shap	r patterns using es. v other artists use	methods to understan	patterns throug o develop their ding. Use repea hen printing- A	ited	patterns. • Create more		otions through detailed artwork attern.
	Autumn	Spring	Summer	Autumn	Spring	Summer	Autumn	Spring	Summer	Autumn	Spring	Summer	Autumn	Spring	Summer	Autumn	Spring	Summer
Shape	shape.	Identify, describe and use shape. Use shapes to make images • Compose designs by combining shapes to construct drawings eg lighthouse/ice cream cone		Identify, draw and label shapes within images and objects. Preparation shapes for planning volcanos Create and form shapes from 3D materials eg creating beetles shapes from clay		mathemat			 Composing original designs by adapting and synthesising the work of others. Look at shape and pattern in artists work – Hundertwasser. 		the work	Confidently drawing.		pes of objects when				
	Autumn		Summer	Autumn	Spring	Summer	Autumn	Spring	Summer	Autumn	Spring	Summer	Autumn	Spring	Summer	Autumn	Spring	Summer
Texture		erials to crea e.g. animal fu		· ·	nd describe diffe I use appropriat tures.		drawing w walls/floor • Understan			surfaces w	hen using cardles, scratching, ad	o create different poard. Revealing the ding to a surface,	through pr	nderstanding o ractical making mpressed mark	activities.			ials can be cure and apply this
	Autumn		Summer	Autumn	Spring	Summer	Autumn	Spring	Summer	Autumn	Spring	Summer	Autumn	Spring	Summer	Autumn	Spring	Summer
Composition	_	the features ne correct pla			aintings influen utting objects in		together w	mber of eleme then 'Drawing o out how they g	on Walls'. Make	a 3D head • Looking at	from 2D card. and responding opriate choices	t to arrange to compose g to Roman art to help for how their work		ces about the p ts within a piec		of elements	dered choices a within a piece of scale and pla	
	Autumn	Spring	Summer	Autumn	Spring	Summer	Autumn	Spring	Summer	Autumn	Spring	Summer	Autumn	Spring	Summer	Autumn	Spring	Summer
<mark>Space</mark>					T		place these	and what size	esigns and where to for best effect	and the su how these	rrounding envir			T		within art w perspective	ork. Understar within art	
Mood	images a you feel	ster/modern and how thes	e make	images, He place/feel through the Sweet treat	ats- Wayne Thi	the the sea	erupting. I Volcanos.	Respond verba	Summer el to see a Volcano lly to the art work of	Autumn	Spring	Summer	Autumn	Spring	Summer	Moore. Refl and feel of t	ect on the cho	Summer Im WW2, Henry ice of colours, style
	Autumn	Spring	Summer	Autumn	Spring	Summer	Autumn	Spring	Summer	Autumn	Spring	Summer	Autumn	Spring	Summer	Autumn	Spring	Summer
Value/Tone		and what ton pply this to t		-	nt with pencils to create form v		using tone darker/ligh	. (Pressure of date)	ove control when lrawing tool ding rules on beetle	different e • Understar	ffects, including	depth to create 3D	1	n increasing ab to describe ob			nt and shade, c	g tone/value to ontrast, highlight
	Autumn	Spring	Summer	Autumn	Spring	Summer	Autumn	Spring	Summer	Autumn	Spring	Summer	Autumn	Spring	Summer	Autumn	Spring	Summer



East Midlands Academy Trust Art and Design Curriculum – Generating Ideas













	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Through Sketchbooks	 Introduce "sketchbook" as being a place to record individual response to the world. Understand some of the activities which might take place in a sketchbook (e.g. drawing, cutting/sticking, collecting). Develop a "sketchbook habit". Begin to feel a sense of ownership about the sketchbook. 	 Develop a "sketchbook habit", using a sketchbook as a place to record individual response to the world. Begin to feel a sense of ownership about the sketchbook. Practice and develop sketchbook use, incorporating the following activities: drawing to discover, drawing to show you have seen, drawing to experiment, collecting, sticking, writing notes 	Continue to develop a "sketchbook habit", using a sketchbook as a place to record individual response to the world. Begin to feel a sense of ownership about the sketchbook. Practice and develop sketchbook use, incorporating the following activities: drawing to discover, drawing to show you have seen, drawing to experiment, exploring colour, exploring paint, testing ideas, collecting, sticking, writing notes, looking back, thinking forwards and around	Continue to develop a "sketchbook habit", using a sketchbook as a place to record individual response to the world. Begin to feel a sense of ownership about the sketchbook, which means allowing every child to work at own pace, following own exploration Practice and develop sketchbook use, incorporating the following activities: drawing to discover, drawing to show you have seen, drawing to experiment, exploring colour, exploring paint, testing ideas, collecting, sticking, writing notes, looking back, thinking forwards and around, reflecting, making links	 Continue to develop a "sketchbook habit", using a sketchbook as a place to record individual response to the world. Begin to feel a sense of ownership about the sketchbook, which means allowing every child to work at own pace, following own exploration. Increasingly see the sketchbook as a place which raises questions which can be explored/answered outside the sketchbook, so that the link between sketchbook and journey and outcome becomes understood. Practice and develop sketchbook use, incorporating the following activities: drawing to discover, drawing to show you have seen, drawing to experiment, exploring colour, exploring paint, testing ideas, collecting, sticking, writing notes, looking back, thinking forwards and around, reflecting, making links 	Continue to develop a "sketchbook habit", using a sketchbook as a place to record individual response to the world. Begin to feel a sense of ownership about the sketchbook, which means allowing every child to work at own pace, following own exploration. Increasingly see the sketchbook as a place which raises questions which can be explored/answered outside the sketchbook, so that the link between sketchbook and journey and outcome becomes understood. Practice and develop sketchbook use, incorporating the following activities: drawing to discover, drawing to show you have seen, drawing to experiment, exploring colour, exploring paint, testing ideas, collecting, sticking, writing notes, looking back, thinking forwards and around, reflecting, making links
By looking and talking	 Enjoy looking at artwork made by artists, craftspeople, architects and designers, and finding elements which inspire. Be given time and space to engage with the physical world to stimulate a creative response (visiting, seeing, holding, hearing). Develop questions to ask when looking at artworks and /or stimulus: Describe what you can see. Describe what you like? Why? How does it make you feel? What would you like to ask the artist? 	 Enjoy looking at artwork made by artists, craftspeople, architects and designers, and finding elements which inspire. Look at a variety of types of source material and understand the differences: including images on screen, images in books and websites, art work in galleries and objects in museums. Be given time and space to engage with the physical world to stimulate a creative response (visiting, seeing, holding, hearing), including found and manmade objects. Develop questions to ask when looking at artworks and /or stimulus: Describe what you can see. Describe what you like? Why? How does it make you feel? What would you like to ask the artist? 	 Enjoy looking at artwork made by artists, craftspeople, architects and designers. Discuss artist's intention and reflect upon your response. Look at artforms beyond the visual arts: literature, drama, music, film etc and explore how they relate to your visual art form. Look at a variety of types of source material and understand the differences. Be given time and space to engage with the physical world to stimulate a creative response (visiting, seeing, holding, hearing), including found and manmade objects. Develop questions to ask when looking at artworks and /or stimulus: Describe what you see What do you like/dislike? Why How does it make you feel? How might it inspire you in making your own art? 	 Enjoy looking at artwork made by artists, craftspeople, architects and designers. Discuss artist's intention and reflect upon your response. Look at artforms beyond the visual arts: literature, drama, music, film etc and explore how they relate to your visual art form. Look at a variety of types of source material and understand the differences. Be given time and space to engage with the physical world to stimulate a creative response (visiting, seeing, holding, hearing), including found and manmade objects. Develop questions to ask when looking at artworks and /or stimulus: Describe the artwork. What do you like/dislike? Why? Which other senses can you bring to this artwork? How might it inspire you to make your own artwork? If you could take this art work home, where would you put it and why? Take part in small scale crits throughout so that brainstorming becomes part of the creative 	 Enjoy looking at artwork made by artists, craftspeople, architects and designers. Discuss artist's intention and reflect upon your response. Look at artforms beyond the visual arts: literature, drama, music, film etc and explore how they relate to your visual art form. Look at a variety of types of source material and understand the differences. Be given time and space to engage with the physical world to stimulate a creative response (visiting, seeing, holding, hearing), including found and manmade objects. Develop questions to ask when looking at artworks and /or stimulus: Describe the artwork. What do you like/dislike? Why? Which other senses might you bring to this artwork? How does it make you feel? What is the artist saying to us in this artwork? How might it inspire you to make your own artwork? Who or what else might you look at to help feed your creativity? Take part in small scale crits throughout so that brainstorming becomes part of the creative 	 Enjoy looking at artwork made by artists, craftspeople, architects and designers. Discuss artist's intention and reflect upon your response. Look at artforms beyond the visual arts: literature, drama, music, film etc and explore how they relate to your visual art form. Look at a variety of types of source material and understand the differences. Be given time and space to engage with the physical world to stimulate a creative response (visiting, seeing, holding, hearing), including found and manmade objects. Develop questions to ask when looking at artworks and /or stimulus: Describe the artwork. What do you like/dislike? Why? Which other senses might you bring to this artwork? How does it make you feel? What is the artist saying to us in this artwork? How might it inspire you to make your own artwork? Who or what else might you look at to help feed your creativity? Take part in small scale crits throughout so that brainstorming becomes part of the creative
By making	Generate ideas through playful, hands-on, exploration of materials without being constricted towards a pre-defined outcome.	Generate ideas through exploration of materials, building an understanding of what each material can do, how it can be constructed, being open during the process to unexpected ideas.	Use growing knowledge of how materials and medium act, to help develop ideas. Continue to generate ideas through space for playful making. Explore how ideas translate and develop through different medium (i.e. a drawing in pencil or a drawing in charcoal).	Use growing knowledge of how materials and medium act, to help develop ideas. Continue to generate ideas through space for playful making. Explore how ideas translate and develop through different medium (i.e. a drawing in pencil or a drawing in charcoal).	Use growing knowledge of how materials and medium act, to help develop ideas. Continue to generate ideas through space for playful making. Explore how ideas translate and develop through different medium (i.e. a drawing in pencil or a drawing in charcoal).	Use growing knowledge of how materials and medium act, to help develop ideas. Continue to generate ideas through space for playful making. Explore how ideas translate and develop through different medium (i.e. a drawing in pencil or a drawing in charcoal).
End of Year	Recognise that ideas can be generated through doing as well as thinking Recognise that ideas can be expressed through art Experiment with an open mind	Recognise that ideas can be generated through doing as well as thinking Recognise that ideas can be expressed through art Experiment with an open mind Enjoy trying out different activities and make both informed, and intuitive choices about what to do next, letting practical experience feed ideas Use drawing to record and discover ideas and experiences	Gather and review information from different sources (primary and secondary), references and resources related to their ideas and intentions Use a sketchbook for different purposes, including recording observations, planning and shaping ideas	Use sketchbooks and drawing to purposefully improve understanding, inform ideas and explore potential Understand sketchbooks are places to explore personal creativity, and as such they should be experimental, imperfect, ask questions, demonstrate inquisitive exploration Use sketchbooks, together with other resources, to understand how inspiration can come from many rich and personal sources to feed into creative projects	Engage in open-ended research and exploration to initiate and develop personal ideas Confidently use sketchbooks for a variety of purposes including recording observations, developing ideas, testing materials, planning and recording information Understand sketchbooks are places to explore personal creativity, and as such they should be experimental, imperfect, ask questions, demonstrate inquisitive exploration	Independently develop a range of ideas which show curiosity, imagination and originality Investigate, research and test ideas and plans using sketchbooks and other approaches Understand sketchbooks are places to explore personal creativity, and as such they should be experimental, imperfect, ask questions, demonstrate inquisitive exploration



East Midlands Academy Trust Art and Design Curriculum Map – Making Progression













	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Making	try out a range of materials and processes and recognise that they have different qualities use materials purposefully to achieve particular characteristics or qualities	deliberately choose to use particular techniques for a given purpose develop and exercise some care and control over the range of materials they use.	develop practical skills by experimenting with and testing the qualities of a range of different materials and techniques. select, and use appropriately, a variety	and processes systematically. apply the technical skills they are	confidently investigate and exploit the potential of new and unfamiliar materials use their acquired technical expertise to make work which effectively reflects their ideas and intentions.	Independently take action to refine their technical and craft skills in order to improve their mastery of materials and techniques Independently select and effectively use relevant processes in order to create successful and finished work
Drawing	Basic mark making and texture Basic pencil grip	Expressive Mark making Shapes Pattern	Basic understanding of tone Pressure sensitive mark making Changing the pencil grip to create different marks and pressures Expressive drawing		Beginning to be selective in the media and pressure applied when drawing. More deliberate drawing.	Ability to select the appropriate mark to make Appropriate tools and media for drawing tasks
Colour	Basic use of pencil colours Mixing 2 primaries to make a secondary – Green Mixing skins tones.	Basic understanding of the colour wheel Mostly staying in the lines and covering the white of the page	Understanding of the colour	Developed and deliberate choice of colours and mixing their choice of colours Developed ability to use and apply pencil colours. Improved blending of colours.	Using colour and media choices in a more controlled and appropriate way. Actively selecting what media is used Refining and blending a wider range of colours.	Know and understand the colour wheel and be able to mix a select a wide range of colours. Neat and controlled use of coloured pencils demonstrating colour choices and blending in an appropriate way.
Painting	Basic holding of a brush. Using large brushed to mix paint	Using water colour paints to create washes. Using large and detailed brushes	Using block paints to create consistent paint thickness and correct use of a brush when mixing and painting.	Using a detail brushed to paint smaller more controlled areas. Understanding how to hold a paint brush correctly.	Painting and using chromatography. Growing confidence and improving brush skills	To select the appropriate brush for the media used. Show contro when handling a brush.
3D		Basic paper manipulation to form a mushroom	Clay work manipulated from a solid piece of clay	Card manipulation building in relief and 3D	Slab rolled clay with impressed marks	Cardboard manipulated to create a 3D shape with relief details.
Printmaking		Basic shapes using polyprint. Single colours	More controlled printmaking	Developed images designed and created as a print		



East Midlands Academy Trust Art and Design Curriculum - Analysing and Evaluating

Describe their artwork linking to

the elements of art and suggest

using them. Compare these

artist in study.

for the future.

elements to those used by the

Generate suggestions as to how

they were successful in their work

and propose development points

how they have been successful in













	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
alysing ntent and ntext. w, why, at if?	properties (e.g. primary and secondary). Make connections between an artwork and their own work (subject) Identify colour, line, shape	 Able to identify the content or theme of an artwork such as nature, city or people and link it to the work of another artist. Identify the colours in an artwork and link to colour families and colour properties (e.g. primary, secondary) Make connections between an artwork and their own work (subject, colour, style or process) Identify colour, line, shape, pattern, space and tone and comment on the appearance of these elements using key language. Generate basic questions about the content and context of an artwork and form opinions of how an artwork was produced based on its outcome. 	 Able to identify or interpret the content or theme of an artwork such as nature, 	 Able to hypothesise about the content or theme of an artwork such as nature, city or people and link it to the work of other artists across different art movements Identify the colours in an artwork and link to colour families, properties and its impact on mood. Links colour to subject matter or theme Make connections between an artwork and their own work Identify elements of art within an 		 Able to identify and interpret the content, context, theme or symbolism of an artwork and compare this to the practice of other artists Make connections between an artwork and their own work. Understands the purpose of the artwork and its connections to subject, colour, style, process or theme with detail. Analyses the use of the elements of art with an artwork and generates plausible and evidence-based reasons as to why the artist has utilised them in this Generate questions and evidence-based statements about the content, context and mood an artwork and discusses the significance and limitations of artist's choice of discipline.
aluating: bjective – Iding and sessing the lue	 Articulate their understanding of the subject or theme of their artwork and link that to the artist in study. Describe their artwork linking to the elements of art and suggest how they have been successful (e.g. I used control when I drew my lines) Say what they like and dislike about an artwork and why. Say what they like and dislike about their own artwork and why. 	 Articulate their understanding of their artwork and link that to the artist in study with reference to the subject or theme, discipline (painter, sculptor, printer etc) or elements of art. Comment on the use of colour in their artwork and link this to the work of the artist and colour properties. Discuss how their work may be influenced by that of the artist. Can begin to suggest how successful these links were. 	 Articulate the purpose of their artwork and link that to the artist in study and other artists working within this discipline. Comment and explain the use of colour in their artwork and link this to the work of the artist. Discusses the impact of the use of colour. Discuss how their work may be influenced by that of the artist. Suggest how successful and apparent these links are. Describe how their artwork links to the elements of art and explain why they 	 Articulate the purpose and rationale of their artwork and link that to the artist in study and other artists working within this discipline, movement or time period. Explain how colour has been used in their artwork and link this to the work of the artist or artists. Discusses the impact of colour on mood and subject matter referencing colour properties. Note clear influences of the artist's work found in their own artwork. Explain how successful and apparent these links are and give reasons as to 	 Confidently articulate the purpose and rationale behind their artwork. Judge their artwork against that of the artist in study. Explain how and why colour has been used in their artwork and discusses the impact of colour on mood and subject matter referencing colour properties. Can ascertain whether the colour used in their work has greater meaning or is symbolic Explain how and why they have used an artist's influence in their own work. They suggest how they have modified this to make their own work more original. Explain how successful and apparent these 	 / disregarded certain aspects of the artist's work with explanations. Explain how and why colour has been used their artwork and link this to the work of artists working in differing time periods / movements. Discusses the impact of colou mood and subject matter referencing color properties. Can explain the personal symbol references of colour within their work.

why they were used

Explain how their artwork links to the

elements of art and explain their

artists, movements or periods.

their work and independently

impact with reference to particular

Explain how they were successful in

generate targets for the future with

Make valid suggestions on how their

reference to the artist's practice.

work could be completed using a

variety of disciplines which may

impact their work.

were used

themselves

change the context.

Explain how their artwork links to the

with reference to particular artists,

Critique their (and other's work) with

emphasis on the formal elements and

could be completed using a variety of

disciplines and explain how this could

Make valid suggestions on how their work

generate developmental targets for

movements or periods.

elements of art and clarify their impact

have chosen such elements in their

Generate suggestions as to how they

propose development points for the

were successful in their work and

future. Consider how using other

disciplines may impact their work.

work.

- colour has been used in this to the work of ring time periods / the impact of colour on ter referencing colour the personal symbolic
- Explain how, why and to what extent they links are and give reasons as to why they have used an artist's influence in their own work. They explain in detail how and why they have modified this to make their own work more original. Explain how successful and apparent these links are and give reasons as to why they were used.
 - Critique their (and other's work) with emphasis on theory. Generate developmental targets for themselves and others for future artworks with reference to the artist's practice.
 - Develop clear strategies on how their work could be completed using a variety of disciplines that would further enhance the purpose of their artwork. E.g. Instead of using a modern camera and editing software to mimic Boltanksi's work, I could use a camera from this period to make my artwork more authentic



East Midlands Academy Trust Art and Design Curriculum – Making Progression (Drawing)













Year 1 Year 2 Year 3 Year 4 Year 5 Year 6 Know that a pencil grip can change how Know that holding the pencil close to the Know that tone can create contrast in a Know which pencils they must use based Know that sketched lines are used to map Know that media for drawing can differ in Knowledge point will help control and detail, further drawing (difference between light and on their properties. E.g. 2B pencil would purpose and can reflect a certain style or marks are applied on a surface. E.g. held concepts on a surface. A loose grip can closely to the tip increased the amount of be appropriate for mid to dark tones. towards the end creates loose sketching. also suggest movement in an artwork. movement. control you have. Know that they can follow basic contours Know that B pencils are soft and will Know that texture can be manipulated via To know that 3D objects have a tactile Know that an artist's technique of applying Know that when you hold a pencil close to and outlines of shapes from observation produce darker tones – best used for tonal different methods and techniques such as texture and when this is captured in a lines, shapes and tone directly affects the layering, stippling and different types of the tip, will increase control and detail. drawings and shading. drawing it is called implied texture. aesthetic of an artwork. An expressive Know that an eraser can be used to refine mark making. method of applying lines will create a Knows that appropriate simple shapes lines but also to lighten shaded areas. Know that cross hatching and hatching can Can choose drawing type or medium by Drawing sense of movement or an abstract work. must be combined and used to create an be used to show areas of light and dark. Know that scale is a comparison of size their properties based on the purpose of Know that tones can be blended together overall object. Close and layered lines show darker areas between objects. the artwork. Know that the drawing medium can be from light to dark using a pencil. used in different ways to inform mood and Know that pencil marks can be lighter / of an object. Know that proportion is relative to the · Can disregard the use certain media for Know that directional shading is moving darker depending on the pressure used to Know that refining lines, shapes, tonal object it is part of. their artwork based on their style can be used to reflect the subject matter the pencil back and forth using contour apply marks. gradients will help to create a more properties. Know that depth in a drawing affects the Know that when drawing from lines (a shape's outer line) as a guide. accurate and realistic outcome (where observation, they must consistently look scale of an object. Knows that a gradient is a gradual change appropriate). at the subject to gauge accuracy Know that the manner in which physical from one element to another such as light to dark or from one colour to another. To know that perspective allows artists to Know that erasers can be used for scale of an artwork is explored by the portray form in their artwork. artist directly influences the viewing different purposes e.g. soft easers can be used to lift off graphite to reveal areas of experience. Know that a pencil can be used in different ways to inform mood and can be used to Know that directional shading can be used to portray form and realism. reflect the subject matter. Know that tone can affect the ability to Begin to understand that the composition create form Know that tone can affect the of an artwork can affect its focal point. Know that lines can be used expressively mood of an artwork. Dark = melancholy to portray mood. Skills Hold the pencil close to the point for Hold the pencil further towards the end Lines and shapes can be applied with Draw objects that are correctly sized in • A range of drawing apparatus can be Uses directional shading to create form in control and detail. for loose sketching. increasing accuracy, showing some comparison to others within an artwork chosen and applied based on their a drawing. properties, purpose or outcome. E.g. Apply sketched lines to record initial ideas Sketching is more fluid and expressive (portray distance). Clearly shows areas of light and shadow in when using a grip suitable for purpose. The application of tone shows a clear Create objects in the foreground that charcoal for its darker tones and tactile an observational drawing based on one or Refines lines to make them more accurate Drawing texture. contrast between dark, mid and light. appear larger than those in the back and several light sources. by erasing unwanted marks. Lines and contours are clearly identifiable as observed objects. Using shading, their objects can begin to midground. Clearly marks areas of light and shadow in Shapes and lines are refined Can begin to apply different tones (dark, mid and light) by utilising a change in possess form. Directional and contour When drawing, elements of the same an observational drawing. independently using controlled lines. Refine their drawing by using an eraser shading aids this. object are draw using an accurate Shapes and lines are refined accurately pressure. accurately to remove inaccurate lines. Independently applies a range of The blending of tones is beginning to proportion e.g. the facial features. when appropriate to the artwork. (Some Line application on a surface is somewhat Can apply different tones (dark, mid and techniques to create texture e.g. use of an appear smooth without clear intervals of Use an eraser to expose lighter tones to marks may not need refining as they are eraser, stippling, cross -hatching, surface influenced inspiration seen. light) by utilising a change in pressure. contrast. Composition is considered with show texture in an artwork. more abstract). Begin to blend tones or gradients using regards to placement of the object. • Shows a range of techniques to create appropriate pressure. Identify areas of shadow and light and Can use an eraser for a range of effects Cross hatching shows areas of dark and Beginning to explore texture in an texture e.g. stippling or the use of an and techniques, such as lifting tone, eraser (purposefully chosen). adding texture and creating negative light areas of an object. Lines that are observational drawing using different closer together and layered show darker Can sustain drawing over more than 1 techniques such as stippling. space. Can sustain drawing over several sessions, areas. lesson sessions. Drawing can be worked on over more than Composition allows for a balanced drawing for purpose (sketching, designing, 1 lesson. artwork. E.g. the focal point may not be final artwork) Composition allows for a balanced centred but is in the foreground to Can create contrast within an artwork with drawing. highlight its importance. clear control showing a smooth gradient · Can blend tones using a soft and smooth Blend colours softly with no apparent where appropriate. gradient. definition between values. Composition is well considered



East Midlands Academy Trust Art and Design Curriculum – Making Progression (Painting)















	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Painting Knowledge	 Know that paintbrushes can differ in appearance – know the name of: Mixing brush Detail brush Knows that a paintbrush grip can change how marks are applied on a surface Know that if the paintbrush is held more tightly, improved control will be achieved Knows that appropriate simple shapes must be combined and used to create an overall object. Knows that red, blue and yellow are primary colours. 	 Know that holding the paintbrush close to the point will help control and detail, further towards the end creates loose brush strokes. Know that directional strokes are created moving the paintbrush back and forth Know that refining lines increases the accuracy of their painting (when working on realism). Know that paints have different properties, for example: Know that red, blue and yellow are primary colours and orange, green and purple are secondary colours. Knows that blue, green and purple belong to the cool colour family. Red, orange and yellow belong to the warm colour family. 	 Know that paint can be layered to add texture. Know that paints have different properties and can be more suited for certain projects. Know that red, blue and yellow are primary colours and orange, green and purple are secondary colours. Can mix primary colours confidently to create secondary colours. Knows that blue, green and purple belong to the cool colour family and create a sad, calming or cold feeling. Red, yellow and orange belong to the warm colour family and create a feeling of anger, warm or energy. Know that white can be added to a colour to make a tint. 	 Directional brush strokes can be used to portray form. Know that texture can be manipulated via different methods and techniques such as layering, differing brush strokes or varying equipment such as a sponge or palette knife. Know that when painting from observation, they must consistently look at the subject to gauge accurate shape, form, tone and proportion. Know that proportion is relative to the object it is part of. Know that red, blue and yellow are primary colours and orange, green and purple are secondary colours. Can mix primary colours confidently to create secondary colours. Can create tertiary colours from primary and secondary colours. E.g. blue/purple Know that complementary colours are opposite on the colour wheel. 	Know that texture can be applied to a surface prior to painting via the use of gesso, grout, sand etc to enhance the mood of an artwork. • Know that when complementary colours are mixed, they will become muted. This can also be affected by the ratio of one colour to the other. • Know that harmonious colours are those colours next to each other on the colour wheel.	 Know that an artist's technique of applying paint directly affects the aesthetic of an artwork. An expressive method of applying paint will create a sense of movement or an abstract work. Know that the paintbrush can be used in different ways to inform mood and can be used to reflect the subject matter – E.g. expressive strokes can convey a sense of excitement. Can use knowledge of mixing colours to create comparable values to show an influence of an artist, style or movement. Can correctly select appropriate brushes to blend colours on a surface - must be soft bristles. Know that harmonious colours are those colours next to each other on the colour wheel. Knows that by mixing different variations of primary colours, different hues of black can be created Know that tone can affect the mood of an artwork. Dark = melancholy
Painting Skills	 Hold the paintbrush close to the tip for control and detail. Hold the paintbrush further towards the end for loose mark making. Can apply loose lines to record initial ideas. Apply lines that follow basic contours and outlines of shapes from observation (primary or secondary source). Refines lines to make them more accurate by using controlled application. 	 Lines and contours are clearly identifiable. When lines are refined, they will appear sharper (when working on realism or if appropriate). Can begin to apply paint to a surface referencing the strokes of the artist in study. 	 Lines and shapes can be applied with increasing accuracy, showing control. Using directional brush strokes, their objects can begin to possess form. The application of tone shows a clear contrast between dark, mid and light. The blending of tones is attempted with some intervals of contrast. Composition is considered with regards to placement of the object. 	 Paint objects that are correctly sized in comparison to others within an artwork (distance) Create objects in the foreground that appear larger than those in the back and midground. When painting, elements of the same object are drawn using an accurate proportion e.g. the facial features. Beginning to explore texture in an artwork using different techniques such as layering, differing brush strokes. Painting can be sustained over a period of time. Composition is considered with regards to placement of the object with an understanding of how to highlight the focal point. 	 Clearly marks areas of light and shadow in painting. Shapes and lines are refined accurately when appropriate to the artwork. (Some brush strokes may not need refining as they are more abstract). Shows a range of techniques to create texture. Can sustain painting over more than 1 lesson. Composition allows for a balanced artwork. E.g. the focal point may not be centred but is in the foreground to highlight its importance. 	 Clearly shows areas of light and shadow in painting. Shapes and lines are refined independently using controlled strokes. Independently applies a range of techniques to create. Can sustain painting over many sessions, drawing and painting for purpose (sketching, designing, final artwork) Composition is well considered Can mix dark tones using different variations of primary colours.



East Midlands Academy Trust Art Rocket Words (1)













	art	make	draw/drawing	opinion	quality	line	tone	texture
Key Recurring	design	create	paint/painting	planning	evaluate	pattern	sketch	ink
Vocabulary	craft	picture	print/printing	materials	experimenting	media	shape	accuracy
	colour	image	artists	ideas	proportion	Size/scale	composition	pencil

Pair	nting		Drawing			Making		Printing		
Paint	Paint brush	Cartridge paper	pressure	sketching	2Dimentional 2D	make	clay	ink	Print	
watercolour	palette	Pencil/pencil colours	quality of line	oil pastel	3Dimensional – 3D	cardboard	join	roller	pressure	
block paint	brush control	Mark making	drawing for purpose	chalk pastel	Sculpture	Glue	slip (clay 'glue')	transfer	Reverse	
colour	accuracy	lines	creative drawing	planning	relief	scissors	score	proof	Repeat	
Mixing	water pot	tone	observational drawing	blending		build/construct	Bend/shape			
primary	Bleed/run	shading/hatching								
secondary										

Analysing Artwork

FACTS:

Artists name

Dates born/died- link to historical events

Country from/worked in

WHAT CAN YOU SEE:

Describe what you can actually see.

Is it a person or an object, is it abstract?
Where is it – can you tell, location eg gallery

How it might be created? Painting, drawing, photo, sculpture

Describe formal elements: Line, tone, colour, texture

composition, pattern/shape, scale/size

GIVE AN OPINION:

Have you seen something it reminds you of?

Have you seen this before?

Compare and contrast

Do you recognise the artist's style?

Do you like this artwork? Why?

Language	anguage for analysing and evaluating.													
	Year 1 Year 2		2	Year 3			Year 4			Year 5		Year 6		
opinion favourite like dislike shows	explain decide compare prefer	predict opinion recommend	evaluate support compare	hypothesise assess judge argue	examine relate summarise express	criticise justify convince	classify interpret construc		conclude critique	connotes illustrates	comparable provokes	accentus emphas		implications applicable



East Midlands Academy Trust Art Rocket Words (2) - Formal Elements of Art





atmospheric









Colour	Colour	Shape	Line	Form	Form	Texture	Value/Tone	Pattern	Mood	Composition	Composition
deep	Saturated	geometric	broken	jagged	3D	uneven	dramatic	Square	happy	symmetrical	focus
neutral	bright pure	organic	Heavy	sharp	2D	matt	dark	Rectangle	cheerful	asymmetrical	form
harmonious	vivid	angular	Light	mechanical	scale	bumpy	deep	triangle	optimistic	calm	distant
luminous	strong	body	fluent	man-made	stacked	rough	intense	diamonds	joyful	still	near
mixed	dramatic	figure	free	organic	woven	jagged	heavy	embellish	vibrant	complex	perspective
tint	vibrant	conical	hesitant	rounded	negative space	serrated	rich	flowing	lively	poised	plane
ranslucent tone	brilliant	form	scribble	curved	positive space	coarse	strong	fluid	positive	peaceful	foreground
paque	intense	frame	sweeping	natural	symmetrical	splatter thick	pale	geometric	sad	precise	middle ground
pale	powerful	harmonious	rhythm	angled	asymmetrical	thin	bleached	irregular natural	depressed	classical	background
pastel tint	primary	image	contour	pointed irregular	illusion	wash	light	negative	moody	irregular	scale
complementary	secondary	model	confident	regular		gritty	faded	order	gloomy	off-centre	
transparent	tertiary	sharp	faint	heavy		grainy	pallid ashen	ornamental	miserable	energetic	
nue	intermediate	mound	flowing	solid		glossy	bright	overlap	negative	balance	
aturation	muted	precise	quality	volume		silky	contrast	Plain	soothing	active	
shade	subtle	rough	uniform	overlapping		gestural	crisp	repeat	calming	geometric	
/alue	delicate	sculpt	even	floating		complex	fair	simple	restful	blurred	
monochromatic	dull	uniform	smooth	insubstantial		smooth	graduation	spiral	peaceful	confused	
cold/cool	sepia	vague	undulating	advance		plain	harsh	stamp	gentle	design	
not/warm	subdued	open		mass		soft	smooth	stencil	sinister	eye-line	
custom	gloomy	closed		atmospheric		featureless	value	structure	delicate	unity	
	faded	free		perspective		shiny	gradient	uniform	disturbing	harmony	
	bleed			human		cross-hatching		rhythm	exciting	lively	
	limited			grid		fine		motif	expressive	shape	
	spectrum			enlarge		flat		symmetric	fresh	sharp	
	gentle			motif		brushstroke		positive	humorous	space	
	blend			aerial view		glaze			imposing	accent	
	clash			ornament					nostalgic	angle	
									mysterious	dominant	
									foreboding	emphasise	
									oppressive	repetition	
									menacing	variation	
									ominous	proportion	
									threatening		
									alive		