

	Module 1	Module 2	Module 3	Module 4	Module 5	Module 6
	HoA Art Curriculum Document	HoA Art Curriculum Document	HoA Art Curriculum Document	HoA Art Curriculum Document	HoA Art Curriculum Document	HoA Art Curriculum Document
	Year R - Art and Design	Year R - Art and Design	Year R - Art and Design	Year R - Art and Design	Year R - Art and Design	Year R - Art and Design
Focus	Module 1	Module 2	Module 3	Module 4	Module 5	Module 6
	Me and My family Leonardo Da Vinci	Celebrations		Nature observational artwork Vincent Van Gogh, Ana Torro		
Knowledge	Lines and shapes Can create lines and shapes that more clearly reference a given shape or concept - Know how to hold drawing medium with increasing control, using a consistent grip (full grip 5-fingered grip) - Can identify components of objects such as human anatomy and natural forms and represent these using appropriate shapes. - Represent human forms and features using simple shapes from memory or seen. Colour, Tone, Texture Begin to represent different textures of an object using pencils, chalk and charcoal - Know how to hold drawing medium with increasing control, using a consistent grip (full grip 5-fingered grip) Analysing and Evaluating Art Analysing Content and Context (the how, why, what if..?) - Discuss the shapes in an artwork and what they are (e.g. circles form the face)	Lines and shapes Know how to hold drawing medium with increasing control, using a consistent grip (full grip 5-fingered grip) - Create lines that consist of differing weights by changing apparatus or pressure. Colour, tone and texture Begin to represent different textures of an object using pencils, chalk and charcoal - Know how to hold drawing medium with increasing control, using a consistent grip (full grip 5-fingered grip) - Begin to represent different textures of an object using pencils, chalk and charcoal. Experiments with different colours based on knowledge of mixing. - Know that when paint is mixed, it will change its colour. - Know that some colours can be "light" or "bright" or "dark". - Uses knowledge of mixing and of colour to choose colours to be used in an artwork. Analysing and Evaluating Artwork Analysing Content and Context (the how, why, what if..?) Identify colours in an artwork Discuss the shapes in an artwork and what they are (e.g. circles form the face)		Lines and shapes Can create lines and shapes that more clearly reference a given shape or concept - Know how to hold drawing medium with increasing control, using a consistent grip (full grip 5-fingered grip) - Can identify components of objects such as human anatomy and natural forms and represent these using appropriate shapes. - Represent human forms and features using simple shapes from memory or seen. Colour, Tone and Texture Begin to represent different textures of an object using pencils, chalk and charcoal - Know how to hold drawing medium with increasing control, using a consistent grip (full grip 5-fingered grip) - Begin to represent different textures of an object using pencils, chalk and charcoal. - Create lines that consist of differing weights by changing apparatus or pressure. Begin to represent different textures of an object using different brush strokes. - Know how to hold painting medium with increasing control, using a consistent full or 5-fingered grip. - Know which equipment is appropriate for painting. Can create lines of differing weights (thick and thin) by changing the position of the paintbrush or selecting appropriate apparatus. - Know that some points move differently to others. Can make appropriate brush strokes to represent a texture (i.e. fur hair) Experiments with different colours based on knowledge of mixing. - Know that when paint is mixed, it will change its colour. - Know that some colours can be "light" or "bright" or "dark". - Uses knowledge of mixing and of colour to choose colours to be used in an artwork. Analysing and Evaluating Art Analysing Content and Context (the how, why, what if..?) Identify colours in an artwork. Discuss the shapes in an artwork and what they are (e.g. circles form the face)		
Application	To draw using a consistent grip with a dominant hand. To draw the T pre-writing shapes. To draw a self portrait. To draw my family. To draw my house.	To mix colours. To represent different celebrations through artistic media To use a range of artist materials to create their own artwork Explore, use and refine a variety of artistic effects to express their ideas and feelings		To draw plants and animals using pencils, oil pastels and charcoal To point plants and animals using poster paint, watercolour and paint sticks.		
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Focus	Module 1	Module 2	Module 3	Module 4	Module 5	Module 6
	Drawing	Drawing	Printmaking		Collage	
Knowledge						
Application	Explore and control a range of drawing media to make marks Explore a range of different surfaces to make marks on Begin to control the types of marks made with a range of media Draw from imagination Draw experiences and feelings Explore drawing from observation Sketch to make record	Explore different textures Explore drawing from observation Begin to control the types of marks made with a range of media Investigate textures by describing, naming, rubbing and copying Produce a range of patterns and textures Sketch to make record	Take rubbings from textured surfaces: e.g. leaf, coin, tree bark Begin to identify different forms of printing e.g. books, newspapers, fabric, wallpaper	Print pictures with a range of materials e.g. sponge, reels - Begin to explore impressed printing e.g. with thymefruit Explore repeated printing using a range of simple methods Explore relief printing using string and card Develop an impressed image Identify a wider range of printed forms in everyday life and consider how the processes have changed over time	Begin to use scissors and tearing to create a range of shapes Use scissors in a controlled way to cut with accuracy Develops a range of cutting, tearing and using techniques to create a specific picture Fold, crumple, tear and overlap papers to create an image Explores different methods of fixing one material to another Has experience of adhesives and decides on most effective for a given task Create an image from a variety of cut or torn media Arrange and glue materials to different backgrounds	
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	Year 2 - Art and Design	Year 2 - Art and Design	Year 2 - Art and Design	Year 2 - Art and Design	Year 2 - Art and Design	Year 2 - Art and Design
Focus	Module 1	Module 2	Module 3	Module 4	Module 5	Module 6
	Painting	Digital Media	Sculpture (Paper Play)	Sculpture (Paper Play)	Painting	Digital Media
Knowledge						
Application	Begin to explore and experiment with the primary colours Mix primary colours to create secondary colours Have the opportunity to manipulate an image using various digital tools Record information using digital cameras Use a digital camera to take a specific image portrait/landscape Explore digital tools (e.g. brushes, shape and fill tools, eraser)	Begin to explore digital media to create an image Use a graphics package or app to explore digital image creation Have the opportunity to manipulate an image using various digital tools Record information using digital cameras Use a digital camera to take a specific image portrait/landscape Explore digital tools (e.g. brushes, shape and fill tools, eraser)	Enjoy handling, feeling and manipulating a range of materials Construct using a range of media Cut shapes using scissors and other modelling tools in a safe way	Show an awareness that natural and human made materials can be used to create sculpture Build a construction using a variety of objects from imagination and direct observation Join materials together and apply decorative techniques Replicate and apply patterns, decoration and texture to a 3D model Discuss the different types of buildings in their locality Discuss the work of other sculptors and state these to their own ideas and designs	Discuss and use warm and cold colours Describe favourite colours and why colours may be used for different purposes Talk about why they have selected colours for their artwork Has experience of adhesives and decides on most effective for a given task Begin to use a range of paint and discuss why some are more suited to particular painting styles	Begin to explore digital media to create an image Use a graphics package or app to explore digital image creation Have the opportunity to manipulate an image using various digital tools Record information using digital cameras Use a digital camera to take a specific image portrait/landscape Explore digital tools (e.g. brushes, shape and fill tools, eraser)
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	Year 3 - Art and Design	Year 3 - Art and Design	Year 3 - Art and Design	Year 3 - Art and Design	Year 3 - Art and Design	Year 3 - Art and Design
Focus	Module 1	Module 2	Module 3	Module 4	Module 5	Module 6
	Painting	Drawing - Surrealist inspired sketches	Printmaking	Sculpture	Collage	Textiles
Knowledge	Use different brushes and tools with increasing control to create various lines and textures. Confidently mix primary colours to create secondary colours. Use lines of different types to add detail and shape.	Use a variety of drawing tools (pencils, charcoal, pastels, pens) with increasing control and confidence. Draw from observation, focusing on key features, shapes, and proportions of objects, people, or scenes. Experiment with different drawing materials and techniques. Experiment with a range of soft and hard pencils Discuss shadow, light and dark Use a sketchbook to document and develop ideas Explore the process of mono printing Begin to draw with accuracy Create accurate observational drawings Consider scale and proportion Collect and record visual information (from existing artists works)	Explain that printmaking is about creating multiple copies from a single design. Design and create simple printing blocks or surfaces (e.g. using polystyrene tiles, found objects, curved potatoes/vegetables). Apply ink or paint evenly onto a printing surface using appropriate tools (e.g., rollers, brushes, sponges). Design and create a repeated relief print considering background paper Understand the difference between repeat printing and mono printing Explore the process of mono printing Demonstrate an awareness of printing with multiple colours Use sketchbooks to explore and develop prints making changes where needed Demonstrate an awareness of printing onto fabric and consider the difference to printing onto paper	Construct simple 3D forms using techniques like colling, pinching, rolling, joining, or folding. Build structures that show basic stability and balance.	Identifies and use materials with different textures to add interest to their collages. Combine different types of materials to create a cohesive collage. Talk about their own collages, describing their choices and identifying what they like and how they could improve. Understand the properties of different glue and how these can be used to fix materials together Experiment with a range of collage techniques such as tearing, overlapping and layering to create collaged images Develops experience in embellishing, using more advanced joining techniques Use collage as a means of collecting ideas and information to build a visual brainstorm Collect and select textured papers to form a collaged image	Identify and explore a range of different textile materials (e.g., various fabrics, yarns, threads, felt, wool, natural fibres). Safely and carefully use simple tools for textiles (e.g., blunt-ended scissors, large-eyed needles, fabric glue). Create a simple textile product or artwork based on their design or a given purpose (e.g., a small decorative item, a simple pouch, a collaborative wall hanging). Use a variety of techniques e.g. printing, dyeing, weaving and stitching to create different textural effects Begin to apply decorations using beads, buttons etc Show experience in changing and modifying threads and fabrics - knotting, fraying, fringing, twisting
Application	Mix / create colour for use on a large scale. (wash) Explore a variety of media to create colour (paint, crayon, coloured pencil, textiles, ink, pastels etc) Demonstrate increasing control of the types of marks made to create certain effects			Consider scale and proportion		
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	Year 4 - Art and Design	Year 4 - Art and Design	Year 4 - Art and Design	Year 4 - Art and Design	Year 4 - Art and Design	Year 4 - Art and Design
Focus	Module 1	Module 2	Module 3	Module 4	Module 5	Module 6
	Painting		Sculpture - Mosaics		Digital Media	
Knowledge	Make tints of one colour by adding white Make tints, tones and shades using white, grey and black Darken / Lighten colours without using black / white Mix / create colour for use on a large scale. (wash) Bring colour and suggest why it has been used Select colour to reflect mood Explore different brush strokes and why / when they might be used Independently choose the right paint and / or equipment for the task Explore a variety of media to create colour (paint, crayon, coloured pencil, ink, pastels etc) Demonstrate increasing control of the types of marks made to create certain effects	Begin to discuss how they are influenced by the work of other artists	Plan, shape, mould and make constructions from different materials Understand the different adhesives and methods used in construction Consider and discuss aesthetics Produce more intricate surface patterns using a range of processes Show an awareness of how texture, form and shape can be transferred from 2D to 3D Adapt work when necessary and explain why	Demonstrate awareness in environmental sculpture	Use a graphics package or app to create images using different tools and effects with increased precision To have experience of using a green screen to create a digital image Extending knowledge of photography (rule of thirds, framing an picture, focus) Begin to use digital media to record and evaluate a creative learning journey Experiment with colours and textures by making an appropriate choice of special effects and simple filters to manipulate and create images for a particular purpose Produce drawings using IT (Digital Media)	Develop techniques to create intricate patterns - range of media
Application						
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	Year 5 - Art and Design	Year 5 - Art and Design	Year 5 - Art and Design	Year 5 - Art and Design	Year 5 - Art and Design	Year 5 - Art and Design
Focus	Module 1	Module 2	Module 3	Module 4	Module 5	Module 6
	Drawing - Cityscapes	Drawing - Cityscapes	Printmaking	Photomontage		
Knowledge	Learn skills involved in line, tone, pattern, texture. Understand vanishing point and horizon line	Use tone in drawings to achieve depth Develop drawing with perspective and focal points Use different techniques for purpose eg. different styles of shading Draw for a sustained period of time over a number of sessions Work from a variety of sources including observation and photographs to develop own work Select appropriate media and techniques to achieve a specific outcome Adapt drawings according to evaluations and discuss further developments	Gain experience in overlapping colours Combine different printing techniques within the same piece of artwork Start to overlay prints with other media Continue to experience in combining prints to produce an end piece	Gain experience in overlapping colours Combine different printing techniques within the same piece of artwork Start to overlay prints with other media Continue to experience in combining prints to produce an end piece	Know what composition is Know how to create a digital photomontage	Independently select a range of media to produce a collaged image Add collage to a painted, printed or drawn background to enhance work Use collage as a means of extending work from initial ideas
Application	Work in a sustained and independent way to create an accurate, detailed drawing. Developing key elements of their work (line, tone, pattern, texture) Draw from different viewpoints considering horizon lines Begin to consider perspective					
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	Year 6 - Art and Design	Year 6 - Art and Design	Year 6 - Art and Design	Year 6 - Art and Design	Year 6 - Art and Design	Year 6 - Art and Design
Focus	Module 1	Module 2	Module 3	Module 4	Module 5	Module 6
	Digital Media - Fairtrade	Digital Media - Fairtrade	Sculpture - Clay	Sculpture - Clay	Painting	
Knowledge						

	Module 1	Module 2	Module 3	Module 4	Module 5	Module 6
Application	Confidently use a graphics package or app to create and manipulate images using a wider range of digital tools Understand that a digital image can be made up of different layers Create layered images from original ideas Use digital media as a means of extending work from initial ideas Present personal ideas and choices using a range of digital media	Use digital media in order to self evaluate the creative learning journey	Recognise sculptural forms in the environment and use these as inspiration for their own work Adapt work when necessary - taking inspiration from other sculptors	Discuss the work of other sculptors and architects and how these have influenced their own work / designs	Use colours and brushstrokes to create atmosphere, mood and light effects	Discuss and select how colour can be used to express ideas, feelings and mood