













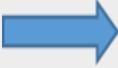

Range of Opportunities




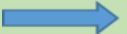





Key Stage 1	Key Stage 2
<ul style="list-style-type: none">• Use experiences and ideas as the inspiration for artwork.• Share ideas using drawing, painting and sculpture.• Explore a variety of techniques.• Learn about the work of a range of artists, artisans and designers.	<ul style="list-style-type: none">• Use experiences, other subjects across the curriculum and ideas as inspiration for artwork.• Develop and share ideas in a sketchbook and in finished products.• Improve mastery of techniques.• Learn about the great artists, architects and designers in history.


INTENT

At Heymann we want our children to develop the confidence to express themselves and their individuality through a variety of artistic mediums. Children should be introduced to and appreciate a range of artists from past to present, which represent the diversity of our school. Each child will be able to reflect upon, analyse and critically evaluate their own work and the work of others. By exploring a range of techniques and developing their skills children should be able to creatively communicate fluently in visual and tactile form along with the ability to draw confidently and adventurously from observation, memory and imagination. This ability to use visual language skilfully and convincingly (for example, line, shape, pattern, colour, texture, form) to express emotions, interpret observations, convey insights and accentuate their individuality will ensure that our children embrace a love of art and confidently choose materials, techniques and processes to realise their intentions and capitalise on the unexpected.

		EYFS		Milestone 1		Milestone 2		Milestone 3	
		Nursery	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
To develop ideas and evaluate		<ul style="list-style-type: none"> Gives meaning to marks and tell an adult what they are drawing. Use drawing to represent own ideas and feelings. 	 <ul style="list-style-type: none"> Draw from imagination and observation. Use colour to express ideas 	<ul style="list-style-type: none"> Respond to ideas and starting points. Explore ideas and collect visual information. Explore different methods and materials as ideas develop. Create based on own experiences or imagined ideas. <p>Orally describe and value their own work and that of others. Make choices about the materials and technique they use.</p>		<ul style="list-style-type: none"> Develop ideas from starting points throughout the curriculum. Collect information, sketches and resources. Adapt and refine ideas as they progress. Explore ideas in a variety of ways. Comment on artworks using visual language. 		<ul style="list-style-type: none"> Develop and imaginatively extend ideas from starting points throughout the curriculum. Collect information, sketches and resources and present ideas imaginatively in a sketch book. Use the qualities of materials to enhance ideas. Spot the potential in unexpected results as work progresses. Comment on artworks with a fluent grasp of visual language. 	
To master techniques	Painting	<ul style="list-style-type: none"> Explores colour and how colours can be changed by mixing. Hold a paintbrush. 	<ul style="list-style-type: none"> Use brushes of different thickness Paint using ready-mixed paints. Name and recognise primary and secondary colours. Mix secondary colours from primary colours. Know that adding black or white can make colours darker or lighter. Can experiment with colours to make new colours. Begin to paint within lines to add colour rather than just outlines. Use colour to express ideas. 	<ul style="list-style-type: none"> Use thick and thin brushes. Create colour wheels by mixing. Identify types of paint e.g. oil linked to Jan Griffier 	<ul style="list-style-type: none"> Add white to colours to make tints and black to colours to make tones. Colour mixing secondary colours 	<ul style="list-style-type: none"> Use a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines. Mix colours effectively. 	<ul style="list-style-type: none"> Use watercolour paint to produce washes for backgrounds then add detail. Experiment with creating mood with colour. to create vivid colours for big apple artwork 	<ul style="list-style-type: none"> Sketch (lightly) before painting to combine line and colour. Create a colour palette based upon colours observed in the natural or built world. WW2 Dunkirk Sea Rescue Scene Use brush techniques and the qualities of paint to create texture. Movement of the sea 	<ul style="list-style-type: none"> Use the qualities of watercolour and acrylic paints to create visually interesting pieces. Combine colours, tones and tints to enhance the mood of a piece. Develop a personal style of painting, drawing upon ideas from other artists.
	Collage	<ul style="list-style-type: none"> Beginning to be interested in and describe the texture. Experiment to create different textures. Use glue spatulas and glue sticks with support. 	<ul style="list-style-type: none"> Hold and use scissors correctly to cut papers and fabrics into simple shapes. Stick two objects using glue. Sort materials by colour and texture using descriptive vocab. 	<ul style="list-style-type: none"> Use a combination of materials that are cut, torn and glued. Sort and arrange materials. Mix materials to create texture. 		<ul style="list-style-type: none"> Select and arrange materials for a striking effect. Ensure work is precise. 	<ul style="list-style-type: none"> Use coiling, overlapping, tessellation, mosaic and montage. 	<ul style="list-style-type: none"> Mix textures (rough and smooth, plain and patterned). Use ceramic mosaic materials and techniques. 	<ul style="list-style-type: none"> Combine visual and tactile qualities.

		EYFS		Milestone 1		Milestone 2		Milestone 3	
		Nursery	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	Sculpture	<ul style="list-style-type: none"> Manipulate materials to achieve a planned effect. Fastening materials together in different ways (mainly glue and Sellotape) Select materials and use simple tools appropriately. Snips paper 	<ul style="list-style-type: none"> Use tape, split pins, treasury tags, staples and glues to join materials. Use constructions kits to make artefacts/ models. Stack 3d shapes to create temporary models. Use scissors to cut materials 	<ul style="list-style-type: none"> Use a combination of shapes. Include lines and texture. Use rolled up paper, straws Linked to Joseph else.	<ul style="list-style-type: none"> Use clay as a material to make plant pots. Use techniques such as rolling, cutting, moulding and carving. 	<ul style="list-style-type: none"> Create and combine shapes to create recognisable 3D forms (e.g. shapes made from nets or solid materials) inspired by Romans. Include texture that conveys feelings, expression or movement. 	<ul style="list-style-type: none"> Use clay and other mouldable materials to create Egyptian style pieces. Add materials to provide interesting detail. 	<ul style="list-style-type: none"> Show life-like qualities and real-life proportions or, if more abstract, provoke different interpretations. Use tools to carve and add shapes, texture and pattern making clay vases. 	<ul style="list-style-type: none"> Combine visual and tactile qualities. Use frameworks (such as wire or moulds) to provide stability and form.
	Drawing	<ul style="list-style-type: none"> Experiment with blocks, materials, colours and marks. Make marks, draw circles and lines. Draw faces enclosed spaces with increasing detail. Gives meaning to marks. 	<ul style="list-style-type: none"> Hold a pencil and other materials with control and confidence. Draw and name different styles of line Draw using simple shapes such as circles, squares and triangles. 	<ul style="list-style-type: none"> Colour (own work) neatly following the lines. Develop pencil control and use pencil to create light and dark tones Experience a range of materials such as charcoal, crayons and coloured pencils. 	<ul style="list-style-type: none"> Show different tones by using coloured pencils. 	<ul style="list-style-type: none"> Use different hardness's of pencils to show line, tone and texture to create stone age cave drawings/markings Annotate sketches to explain and elaborate ideas. Sketch lightly (no need to use a rubber to correct mistakes). 	<ul style="list-style-type: none"> Use shading to show light and shadow. Use hatching and cross hatching to show tone and texture. 	<ul style="list-style-type: none"> Use a variety of techniques to add interesting effects (e.g. reflections, shadows, direction of sunlight). Use a choice of techniques to depict movement, perspective, shadows and reflection. 	<ul style="list-style-type: none"> Choose a style of drawing suitable for the work (e.g. realistic or impressionistic). Use lines to represent movement.
	Print	<ul style="list-style-type: none"> Print with large blocks and sponges, leaves and body parts. 	<ul style="list-style-type: none"> Use stamper prints to create patterns and pictures. Paint using ready- mixed paints. Use of body parts to print / make marks on papers. Develop simple repeating patterns. 	<ul style="list-style-type: none"> Use repeating or overlapping shapes. Mimic print from the environment (e.g. wallpapers). Use objects to create prints (e.g. fruit, vegetables or sponges). 	<ul style="list-style-type: none"> Press, roll, rub and stamp to make prints. 	<ul style="list-style-type: none"> Use layers of two or more colours in cave art. Replicate patterns observed in natural or built environments. 	<ul style="list-style-type: none"> Make printing blocks (e.g. from coiled string glued to a block). Make precise repeating patterns. 	<ul style="list-style-type: none"> Build up layers of colours. Create an accurate pattern, showing fine detail. Use a range of visual elements to reflect the purpose of the work. Linked to banksy art	
	Textiles	<ul style="list-style-type: none"> Show an interest in and describe the texture of things. 	<ul style="list-style-type: none"> Thread objects into strings and wools or a purpose. Experiment with weaving techniques with paper, wools and fabrics. 	<ul style="list-style-type: none"> Use weaving to create a pattern. Join materials using glue. Use plaiting. 	 Or a stitch to create hospital bedding/curtains. <ul style="list-style-type: none"> Use dip dye techniques. 	<ul style="list-style-type: none"> Colour fabric. Create weavings using natural and man-made materials. 	<ul style="list-style-type: none"> Shape and stitch materials. Use basic cross stitch and back stitch to create river patterns. Quilt, pad and gather fabric. 	<ul style="list-style-type: none"> Show precision in techniques. Choose from a range of stitching techniques. Combine previously learned techniques to create pieces. 	

		EYFS		Milestone 1		Milestone 2		Milestone 3	
		Nursery	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	Digital media	Use a simple drawing program	 <ul style="list-style-type: none"> Take photographs and consider focus and position of what they have chosen. 	<ul style="list-style-type: none"> Use a wide range of tools to create different textures, lines, tones, colours and shapes. Take photographs and edit Mitchel wu Toy photography. 		<ul style="list-style-type: none"> Create images, video and sound recordings and explain why they were created. 		<ul style="list-style-type: none"> Enhance digital media by editing (including sound, video, animation, still images and installations). To create cartoon images. 	
	To take inspiration from the greats(classic and modern)	<ul style="list-style-type: none"> Talk about the work of other artist and how that work makes them feel. 	<ul style="list-style-type: none"> Talk about the work of other artist and how that work makes them feel. Van Gogh, Andy Goldsworthy and Matisse 	<ul style="list-style-type: none"> Use some of the ideas of artists studied to create pieces. 		<ul style="list-style-type: none"> Replicate some of the techniques used by notable artists, artisans and designers. Create original pieces that are influenced by studies of others. 	 <ul style="list-style-type: none"> Give oral opinions about the work of others. 	<ul style="list-style-type: none"> Give details (including own sketches) about the style of some notable artists, artisans and designers. Show how the work of those studied was influential in both society and to other artists. Create original pieces that show a range of influences and styles. 	
	Sticky Knowledge	<ul style="list-style-type: none"> Talk about the work of a notable artist. Draw faces enclosed spaces with increasing detail. Gives meaning to marks Select materials and use simple tools appropriately. Snips paper Fastening materials together in different ways (mainly glue and Sellotape / masking tape) 	<ul style="list-style-type: none"> Talk about the work of a notable artist. Matisse, Van Gogh, Andy Goldsworthy Hold a pencil and paintbrush with control Use scissors Know the names of primary and secondary colours Know that adding black or white can make colours darker or lighter. 	<ul style="list-style-type: none"> Describe the work of notable artists, artisans and designers. Learn the meaning of art vocabulary To know how to cut, roll and stick materials 	 <ul style="list-style-type: none"> And talk about the emotion. Learn the meaning of art vocabulary To mix primary colours to make secondary colours. Know how to create brown with paint Know how to create tints with paint by adding white and know how to create tones with paint by adding black Show pattern and texture by adding dots and lines. Know how to create a repeating pattern in print. Know how to create a printed piece of art by pressing, rolling, rubbing and stamping know how to make a clay pot know how to use different effects within an IT paint package 	<ul style="list-style-type: none"> Describe the work of notable artists, artisans and designers and recognise work is from different cultures and periods Learn the meaning of art vocabulary know how to use a range of brushes to create different effects in painting Know how to use sketches to produce a final piece of art Know how to use different pencils to create tone know how to use digital images and combine with other media know how to use IT to create art. 	<ul style="list-style-type: none"> Describe the work of notable artists, artisans and designers and describe the specific techniques and materials used. Learn the meaning of art vocabulary Know how to use line, tone, shape and colour to represent figures and forms in movement Know how to create a background using a wash know how to print onto different materials using at least four colours. know how to sculpt clay and other mouldable materials. know how to integrate digital images into artwork. 	<ul style="list-style-type: none"> Describe the work of notable artists, artisans and designers. research the work of an artist and use their work to replicate a style Learn the meaning of art vocabulary Know how to use shading to create mood and feeling know how to organise line, tone, shape and colour to represent figures and forms in movement. Experiment with media to create emotion in art know how to use images created, scanned and found. know how to create an accurate print design following given criteria. 	<ul style="list-style-type: none"> Describe the work of notable artists, artisans and designers. explain the style of art used and how it has been influenced by a famous artist. Understand what a specific artist is trying to achieve in any given situation Learn the meaning of art vocabulary Know how to overprint to create different patterns Know which media to use to create maximum impact Use a full range of pencils, charcoal or pastels when creating a piece of observational art Know how to use feedback to make amendments and improvement to art

		EYFS		Milestone 1		Milestone 2		Milestone 3	
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	Vocabulary	Line Artist Shape paint	Line Tone Shape Texture Pattern Artist Primary colours Thick Thin	Artist Primary colours Line Thick Thin Texture pattern Tone Weaving Plaiting Tools	Artist Primary colours Line form Thick Thin Texture Pattern Tone Weaving Plaiting Dip dye Rolling Carve Mould tools	Artist Artisan Designer original Primary colours Texture Tone Weaving Fabric natural Plaiting Dip dye Rolling Carve Mould Images Sound recordings	Artist Artisan Designer original Weaving Natural cartoon, graffiti, caricatures realistic portrait abstract Rolling Carve Mould Images Sound recordings	Artist Artisan Designer Style Original Influence Graphic Cartoon Graffiti Portrait Still life Editing Animation	Artist Artisan Designer Style Original influence Texture Tone Weaving Fabric Cartoon Graphic Portrait Complimentary Harmonious