

Knowledge Building

Techniques

Techniques are the procedures and methods by which an artist defines themselves. Most artists will specialise in one technique, and, for some, it is this that makes their work well-known. It is by learning about and exploring these techniques that pupils become aware that art has many styles and forms, and techniques are chosen for specific purposes.

Tools

It is by using different **tools** that artists can develop their chosen techniques. Painters require brushes and paint, photographers need cameras etc. By knowing about a range of tools used to produce art, pupils will appreciate how artists can perform certain techniques. Some tools are chosen with exacting purposes in mind, but tools can be mixed to create new techniques, styles and forms e.g. sand animation art.

People

For tools and techniques to be used, there obviously needs to be **people** using them. These people are known as artists and architects. By being able to recognise the art produced by both **people groups** and **individuals**, pupils can then start to recognise how the cultural, geographical, historical and social backgrounds of these artists influences their work.

Art and Design Vocabulary

The language of art and design can be broken down into different categories such as: the language of **form and technique**, for example, stippling, etching, painting, drawing, sculpture, photography; the language of **tools**, e.g. brush, camera, chisel, clay, paint, pastels; the language of **style or movements** as in cubism, abstract, expressionism and pop art. Having an expansive art and design vocabulary is important for children so they can talk about their own work, as well as art produced by skilled artists.

Architecture

Architecture is an aspect of art that focuses on the design of buildings. It is included in the art curriculum so that children are aware that art and design doesn't just focus on painting or drawing. **Architecture** reflects a range of styles across different eras and developing knowledge about them will help pupils become aware of how architecture shapes landscapes, making some places easily recognisable, which links directly to human geography.

Cultural Understanding

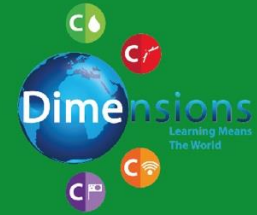
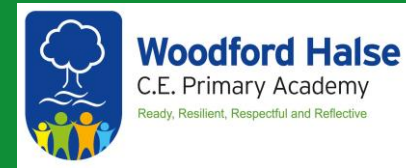
The production of art dates back as far as when humankind started thinking creatively. It has always been a way of displaying and interpreting the world around us. Artists have come from many different backgrounds and **cultures**. By having an **understanding** of an artist's **culture**, we can then understand what they are trying to show. It is important that pupils recognise that art can be found everywhere and is deeply subjective; what they like to look at may not be the same as their peers. They will know that artists come from across the globe, and many use their environment, culture or religion (or a combination of all three) to influence the art they produce.

EXPLORERS

Knowledge Building					
Techniques	Tools	People	Art and Design Vocabulary	Architecture	Cultural Understanding
Know that painting and drawing are fundamental art techniques	Know the names of basic art tools such as paintbrush, easel etc.	Know that art (design and craft) is created by skilled artists	Identify a range of colours and simple art techniques e.g. printing, painting, drawing	Name different types of buildings and some of their features e.g. roof, steeple, door	Know that art can be found in different forms everywhere
3 – 4 years			Reception		
<ul style="list-style-type: none"> • Create closed shapes with continuous lines, and begin to use these shapes to represent objects • Draw with increasing complexity and detail, such as representing a face with a circle and including details • Use drawing to represent ideas like movement or loud noises • Show different emotions in their drawings and painting like happiness, sadness, fear etc. • Explore colour and colour-mixing • Show different emotions in their drawings - happiness, sadness, fear etc 			<ul style="list-style-type: none"> • Safely use and explore a variety of materials, tools and techniques experimenting with colour, design, texture, form and function • Share their creations, explaining the process they have used • Explore, use and refine a variety of artistic effects to express their ideas and feelings • Return to and build on their previous learning, refining ideas and developing their ability to represent them • Create collaboratively, sharing ideas, resources and skills 		



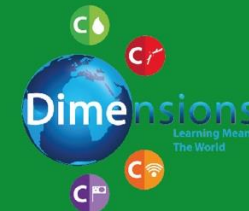
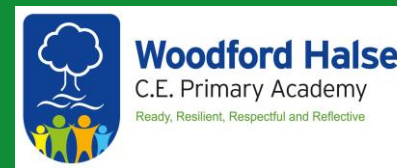
Art



Knowledge Progression	
Explorers 1 / Nursery and Explorers 2 / Reception	
<p style="text-align: center;">Come Fly With Me! Asia</p> <ul style="list-style-type: none"> To use the symbol of the elephant in Indian culture to recognise that art can be found in many places To know that Wassily Kandinsky was a famous artist and be able to recreate work in his style To know what a Pharaoh's mask is and design one of their own inspired by Egyptian art <p>Key Vocabulary Wassily Kandinsky, concentric circles, abstract, colour, artefact, gold, mask, hieroglyphics</p>	<p style="text-align: center;">Under the Sea</p> <ul style="list-style-type: none"> To know that art can be found everywhere and use paint to recreate it To know what shades are and be able to recreate some using colour cards To know how to use the technique of marbling To use imagination to create an unusual sea creature To be able to describe patterns they can see and use them as inspiration for their own work To know that other parts of the body can be used to make art <p>Key Vocabulary - pattern, stripy, tropical, shades, collage, imagination, creative, paint</p>
<p style="text-align: center;">Happy to Be Me</p> <ul style="list-style-type: none"> To know what a self-portrait is and paint their own using a mirror as a guide To know that portrait can be made with other materials To understand that art can be appreciated with senses other than sight To understand that small details can make a big difference to a picture To know that portraits can have more than one person and be able to use a range of media to recreate their own from photographs <p>Key Vocabulary - self-portrait, face, features, family portrait, photograph, media</p>	<p style="text-align: center;">Additional Knowledge</p> <p>Tell Us a Story</p> <ul style="list-style-type: none"> To use a range of materials in decoration <p>What on Earth...?</p> <ul style="list-style-type: none"> To know that art can be created without specific tools To know that colours can be mixed to make others
<p style="text-align: center;">No Place Like Home</p> <ul style="list-style-type: none"> To know that some art can be useful and be able to say who would use it and how it would be used To understand that art can be used to suit different groups of people <p>Key Vocabulary wallpaper, design, pattern</p>	<p style="text-align: center;">Blast Off</p> <ul style="list-style-type: none"> To know that firework art can be made by using pipettes and straws to blow the paint To know how to study art from a picture book to help with ideas for their own work To know that paint can be mixed with other materials (e.g. flour) to make different textures To know the painting 'Starry Night' by Vincent van Gogh To be able to use paints or chalks to create their own version of 'Starry Night' <p>Key Vocabulary - firework art, straws, pipette, Vincent van Gogh, Starry Night, chalk, paint, texture</p>
<p style="text-align: center;">Additional Knowledge</p> <p>Help is at Hand</p> <ul style="list-style-type: none"> To use printing to explore patterns in fingerprints and be able to say what they see 	<p style="text-align: center;">Jurassic Park</p> <ul style="list-style-type: none"> To know that people have been making drawings and paintings for thousands of years To know that stones and rocks can be used as a surface to paint on To know that, in the past, people used stone tools and created art on the walls of caves To know that clay or salt dough can be used to mould a model fossil To know how to make a collage using leaves and natural materials <p>Key Vocabulary - rock paintings, Stone Age, fossil, moulding, shaping, collage</p> <p style="text-align: center;">Come and Join The Celebration</p> <ul style="list-style-type: none"> To know how paint can be used to create splatter-like patterns to represent fireworks To know that art does not always involve paint and drawing To know that flower arranging is a form of art To know that a person who arranges flowers is called a "florist" To know that art in the form of stained glass can be found in churches To know how to manipulate clay or similar to make a Nativity scene <p>Key Vocabulary - firework, splatter, paint, florist, flower-arranging, stained glass, Nativity</p>



Art



PATHFINDERS

Knowledge Building

Techniques	Tools	People	Art and Design Vocabulary	Architecture	Cultural Understanding
Know which techniques are specific to which art media e.g. colour wash painting	Know which tools are specific to which art media e.g. drawing pencils, pastels, charcoal	Know that different forms of creative works have been made by people from all cultures and times	Understand simple vocabulary related to shape, space, line, tone and colour	Know that buildings are designed by skilled architects	Know that artists from different countries used their art to represent their surroundings e.g. Monet

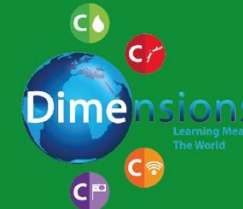
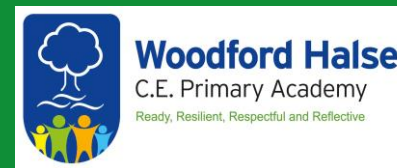
Skills Progression

Art Skills Pathfinders 1 / Y1	Art Skills Pathfinders 2 / Y2
<p>Ar1 <i>Drawing</i> Explore the use of line, shape and colour</p> <p>Ar2 <i>Painting</i> Explore a variety of tools and techniques including the use of different brush sizes and types</p> <p>Ar3 <i>Printing</i> Make marks in print with a variety of objects, including natural and made objects</p> <p>Ar4 <i>Textiles / Collage</i> Investigate using a wide variety of media, including cards, fabric, plastic, tissue, magazines, crepe paper etc.</p> <p>Ar5 <i>3D-Form</i> Explore sculpture with a range of malleable materials</p> <p>Ar6 Recognise pattern in the environment</p> <p>Ar7 Respond to ideas</p> <p>Ar8 Make changes to their own work</p> <p>Ar9 <i>Drawing</i> Use a variety of tools, including pencils, crayons, pastels, felt tips, charcoal, ballpoints, chalk and other dry media</p> <p>Ar10 <i>Painting</i> Use different brush sizes and types</p> <p>Ar11 <i>Printing</i> Build a repeating pattern</p> <p>Ar12 <i>Textiles/Collage</i> Use a variety of techniques e.g. weaving, fabric crayons, sewing</p> <p>Ar13 <i>3D-Form</i> Manipulate clay in a variety of ways e.g. rolling, kneading and shaping</p>	<p>Ar14 Explore ideas</p> <p>Ar15 <i>Drawing</i> Experiment with the visual elements of line, shape, pattern and colour</p> <p>Ar16 <i>Drawing</i> Work out ideas for drawings in a sketch book</p> <p>Ar17 <i>Painting</i> Experiment with a variety of tools and techniques, including mixing a range of secondary colours, shades and tones</p> <p>Ar18 <i>Printing</i> Investigate and design patterns of increasing complexity and repetition</p> <p>Ar19 <i>Textile/Collage</i> Explore texture using a variety of media</p> <p>Ar20 <i>3D-Form</i> Experiment with, construct and join recycled, natural and man-made materials more confidently</p> <p>Ar21 Observe and comment on differences in their own and other's work</p> <p>Ar22 <i>Drawing</i> Draw for a sustained period of time using real objects, including single and grouped objects</p> <p>Ar23 Observe the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work</p> <p>Ar24 <i>Drawing</i> Layer different media e.g. crayons, pastels, felt tips, charcoal and ballpoint</p> <p>Ar25 <i>Painting</i> Work on a range of scales e.g. large brush on large paper etc.</p> <p>Ar26 <i>Printing</i> Use a variety of techniques e.g. fabric printing, rubbings. Design patterns of increasing complexity and repetition</p> <p>Ar27 <i>Printing</i> Print using a variety of materials, objects and techniques</p> <p>Ar28 <i>Textile/Collage</i> Use a variety of techniques e.g. tie-dyeing, wax or oil resist mosaic</p> <p>Ar29 <i>3D-Form</i> Manipulate clay for a variety of purposes e.g. thumb pots, simple coil pots and models</p>





Art



Knowledge Progression

Pathfinders 1 / Year 1

Come Fly With Me! Arctic Circle



Pupils will be introduced to the technique of collage. They will explore a range of materials and fabrics, deciding on their suitability linked to purpose. They will also be introduced, in simple terms, to the fact that art is subjective, and it can have deep cultural links. They will use stones and pebbles to recreate an

Inukshuk and use their collage background to display it.

3D Form / Collage

Skills Development

- To be able to explore a range of materials in order to add texture to a collage

Concepts

NC - To use a range of materials creatively to design and make products

NC - To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination

- To be able to explore a range of materials in order to add texture to a collage
- To know that Inukshuks are 3D stone figures
- To understand that Inukshuks were traditionally used by the Inuits as directional markers
- To know that Inukshuks have been transformed into symbols of hope and friendship, used by people all over the world

Happily Ever After



Pupils will be shown how to use clay to produce a useful object. They will use the techniques of rolling, moulding and smoothing to create a lidded clay pot and be encouraged to use this specific vocabulary.

3D Form

Skills Development

- To know how to make a clay thumb pot with a lid

Concepts

NC - To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination

NC - To use a range of materials creatively to design and make products

- To know how to make a clay thumb pot with a lid
- To know the importance of including specific features in a model or artefact, linked to a fairy tale character

Pathfinders 2 / Year 2

Zero to Hero



In this unit, pupils will be introduced to the work of artist, Christy Brown, who was paralysed due to cerebral palsy and used his left foot to paint. Pupils will see that they do not always have to use their hands to create works of art and the importance of creative thinking when overcoming challenges. Pupils will use tools in ways that can seem challenging to explore a different way of painting.

Painting

Concepts

NC - To know about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work

- To know that Christy Brown was a famous artist who could only use his left foot to draw and paint with
- To develop empathy, by understanding some of the challenges that Christy Brown must have faced

Inter-Nation Media Station



Pupils will find out about the photographic work of Theresa Elvin. In this, they will see that art can be produced in many different ways, including photography, and how photos can be edited. Vocabulary, such as 'monochrome', 'black and white' and 'colour pop' will be introduced. Pupils will use simple editing software to add splashes of colour to black and white photographs they have taken themselves.





Photography / Drawing / Painting

Concepts

NC - To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space

- To recognise and understand the difference between colour and black and white images
- To know that splashes of colour on a monochrome background are called 'colour pops'

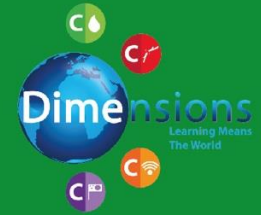
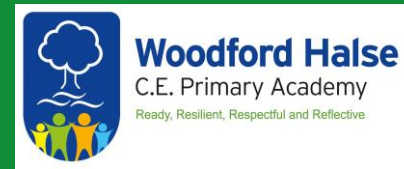
Knowledge Progression

Pathfinders 1 / Year 1	Pathfinders 2 / Year 2
<p align="center">Unity in the Community</p> <p> In this unit, pupils will look at the work of César Manrique and understand how he used his island home of Lanzarote to inspire his artwork. Pupils will learn that art can be found anywhere, not just in a gallery, and Manrique's wind toys dotted around the island are a form of moving sculpture. Pupils will explore alternatives for making their own sculptures, for example plastic bottles and paper plates, and link some design technology skills by evaluating their work once complete.</p> <p>3D Form Concepts</p> <p>NC - To use a range of materials creatively to design and make products</p> <p>NC - To know about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines and making links to them own work</p> <ul style="list-style-type: none"> To know about the influence that César Manrique had on the Lanzarote island community To know that César Manrique's wind toys are examples of moving sculptures 	<p> Pupils will be introduced to the terms 'primary' and 'secondary' when mixing colours. They will begin to understand that the choice of brush is important when painting and know how to hold a brush correctly to ensure full control. Pupils will also develop the technique of colour mixing by adding white to colours to produce tints. They will be introduced to French artist, Claude Monet, and they will focus on his seascapes, producing their own pictures using colour mixing techniques.</p> <p>Painting Skills Development</p> <ul style="list-style-type: none"> To develop colour mixing skills through mixing primary colours To develop colour mixing by adding white <p>Concepts</p> <p>NC - To know about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work</p> <p>NC - To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination</p> <ul style="list-style-type: none"> To develop colour mixing skills through mixing primary colours To learn about various techniques used for creating an image / canvas using different media To learn about the French artist, Claude Monet, and some of his paintings
<p align="center">Skip of the Dump</p> <p> The focus in this unit is the concept of working with a range of drawing mediums. Pupils will be familiar with pencils, pens and possibly chalks, but may not have come across charcoal or pastels. They will revisit observing light and dark shades within one core colour and work on recreating their own light and dark drawings using a wide range of tools. They will be introduced to the cross-hatching technique to produce a range of shading.</p> <p>Drawing Skills Development</p> <ul style="list-style-type: none"> To know how to create light and dark effects by exploring the use of different drawing implements <p>Concepts</p> <p>NC - To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space</p> <ul style="list-style-type: none"> To know how to create light and dark effects by exploring the use of different drawing implements To learn about colour sequences and be able to order colours, from lightest to the darkest <p>To understand that depending on how much pressure is applied, different media e.g. coloured pencils, can produce different tones and shades</p>	<p align="center">Going Wild</p> <p> Pupils will revisit the concept of pattern and printing in this unit. They will be introduced to new vocabulary with terms such as 'ink', 'roller' and 'printing plate'. Pupils will explore the techniques and tools associated with simple printing to produce repeating patterns. They will also investigate where these techniques are used elsewhere, such as in wallpaper and wrapping paper.</p> <p>Printing Skills Development</p> <ul style="list-style-type: none"> To make a printing plate and print a repeating pattern <p>Concepts</p> <p>NC - To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space</p> <ul style="list-style-type: none"> To make a printing plate and print a repeating pattern To identify different animal prints <p align="right">To learn some simple printing techniques</p>





Art







Key Vocabulary

Pathfinders 1 / Year 1			Pathfinders 2 / Year 2		
Come Fly With Me! Arctic Circle			Zero to Hero		
Inukshuk figure	materials	texture	Christy Brown	overcome	shade
Inuksuit	collage	3D	feet painting	artist	tone
Inuit	diorama	pebble	painting		
marker	properties	stone	challenge		
Happily Ever After			Inter-Nation Media Station		
clay	roll	lid	photograph	colour pop	
slip	edge	smooth	black and white	Theresa Elvin	
mould	marking tools	clay board	colour photograph	stimulus	
cut	thumb pot	pinch			
Unity In the Community			Going Wild		
César Manrique	artist	visual	print	animal patterns	
Lanzarote	construct	shaping	pattern		
moving sculpture	folding		ink		
spin	join		roller		
mobile	kneading		printing plate		
design	rolling		repeating pattern		
Skip of the Dump			Land Ahoy!		
light	pastels	3D objects	colour mixing	Claude Monet	
dark	chalk		primary colour	Ivan Aivazovsky	
tone	drawing medium		secondary colour	marine art	
shade	blending		paintbrush	seascape	
drawing pencil	shading		palette		
charcoal	shadows		tint		

ADVENTURERS





Knowledge Building					
Techniques	Tools	People	Art and Design Vocabulary	Architecture	Cultural Understanding
Know how different techniques are used to create effects e.g. relief printing	Know how using different art tools can create different effects e.g. use of various brush sizes	Know some of the key ideas, techniques and practices of a variety of artists (art and craft)	Understand key vocabulary relating to a range of different art techniques	Know the names of some famous architects and give examples of their work	Understand that art is an identifying feature of different cultures and religions
Skills Progression					
Art Skills Adventurers 1 / Y3			Art Skills Adventurers 2 / Y4		
<p>Ar30 <i>Drawing</i> Experiment with different grades of pencil and other implements</p> <p>Ar31 <i>Painting</i> Experiment with different effects and textures e.g. blocking in colour, colour washes, thickened paint etc.</p> <p>Ar32 <i>Printing</i> Explore pattern and shape, creating designs for printing</p> <p>Ar33 <i>Textiles/Collage</i> Experiment with a range of media e.g. overlapping, layering etc.</p> <p>Ar34 <i>Modelling and Sculpting</i> Research, plan, design and make models</p> <p>Ar35 Find out about artists, architects and designers</p> <p>Ar36 <i>Drawing</i> Use their sketchbook to observe, collect and record visual information from different sources</p> <p>Ar37 <i>Printing</i> Observe and discuss the processes used to produce a simple print</p> <p>Ar38 <i>Drawing</i> Use different media to achieve variations in line, texture, tone, colour, shape and pattern</p> <p>Ar39 <i>Drawing</i> Draw independently for sustained period</p> <p>Ar40 Plan, refine and alter their work as necessary</p> <p>Ar41 <i>Painting</i> Work confidently on a range of scales e.g. thin brush on small picture etc.</p> <p>Ar42 <i>Painting</i> Mix a variety of colours and know which primary colours make secondary colours</p> <p>Ar43 <i>Printing</i> Print using variety of materials, objects and techniques including layering</p> <p>Ar44 <i>Textiles/Collage</i> Use a variety of techniques e.g. quilting, weaving, embroidery, appliqué and develop skills in stitching, cutting and joining</p> <p>Ar45 <i>Modelling and Sculpting</i> Work with a degree of independence</p> <p>Ar46 <i>Modelling and Sculpting</i> Construct a simple clay base for extending and modelling other shapes</p> <p>Ar47 <i>Modelling and Sculpting</i> Make a simple papier mache object</p> <p>Ar48 Design and create images and artefacts in response to their personal ideas</p>			<p>Ar49 <i>Drawing</i> Explore relationships between line and tone, pattern and shape, line and texture and make informed choices in drawing, including use of paper and media</p> <p>Ar50 <i>Painting</i> Show increasing independence and creativity with the painting process, demonstrating a willingness to experiment and take risks</p> <p>Ar51 <i>Printing</i> Research, create and refine a print using a variety of techniques</p> <p>Ar52 <i>Printing</i> Explore resist printing including marbling and silkscreen</p> <p>Ar53 <i>Textiles/Collage</i> Experiment with paste resist</p> <p>Ar54 Find out about artists, architects and designers</p> <p>Ar55 <i>Drawing</i> Use research to inspire drawings from memory and imagination</p> <p>Ar56 <i>Drawing</i> Alter and refine drawings and describe changes, based on close observation, using appropriate vocabulary</p> <p>Ar57 <i>Textiles/Collage</i> Match the correct tool to the material</p> <p>Ar58 <i>Modelling and Sculpting</i> Through observation, talk about their own and others' work, understanding that it has been sculpted, modelled or constructed</p> <p>Ar59 <i>Drawing</i> Make informed choices in drawing including use of paper and media</p> <p>Ar60 <i>Drawing</i> Collect images and information independently in a sketchbook</p> <p>Ar61 <i>Painting</i> Make and match colours with increasing accuracy</p> <p>Ar62 <i>Painting</i> Use more specific colour language e.g. tint, tone, shade, hue</p> <p>Ar63 <i>Painting</i> Plan and create different effects and textures with paint</p> <p>Ar64 <i>Printing</i> Select broadly the kinds of material to print with in order to achieve the desired effect</p> <p>Ar65 <i>Textiles/Collage</i> Choose collage or textiles as a means of extending work already achieved</p> <p>Ar66 <i>Modelling and Sculpting</i> Show an understanding of shape, space and form</p> <p>Ar67 <i>Modelling and Sculpting</i> Plan, design, make and adapt models using a variety of materials</p> <p>Ar68 <i>Modelling and Sculpting</i> Talk about their work, understanding that it has been sculpted, modelled or constructed</p> <p>Ar69 Design and create images and artefacts for clearly defined purposes</p>		

Knowledge Progression

Adventurers 1 / Year 3 "That's All, Folks!"	Adventurers 2 / Year 4 A World of Difference
 <p>As pupils should now be able to correctly hold and control a paintbrush, they will be introduced to a wider range of brushes and explore using them in different tasks. Pupils will develop their painting technique by using the brushes to produce different effects, including those of stippling and pointillism.</p> <p>Pupils will also be introduced to Jack Kirby, a famous comic artist. They should recognise some of his work and use him as an inspiration to produce their own.</p> <p>Painting Skills Development</p> <ul style="list-style-type: none"> To learn about different brushes, brush strokes and how to choose appropriate brushes for different tasks <p>Concepts NC - To create sketch books to record their observations and use them to review and revisit ideas NC - To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials NC - To know about great artists, architects and designers</p> <ul style="list-style-type: none"> To learn about different brushes, brush strokes and how to choose appropriate brushes for different tasks To identify that Jack Kirby is famous for his comic book style To learn that Jack Kirby was the creator of Captain America and many more Marvel characters To know that various methods can be used to create comic art 	 <p>In this unit, the pupils will see clearly that art can have deep cultural and religious connections. The cyclical design and pattern of mandalas encourage meditation and focus in the Buddhist faith. Pupils also explore the importance of geometric pattern in Islamic art, using a range of tools to create colour and vibrancy.</p> <p>Drawing / Painting Concepts NC - To create sketch books to record their observations and use them to review and revisit ideas NC - To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials</p> <ul style="list-style-type: none"> To know that the mandala is a symbolic representation of the universe in Tibetan Buddhism To understand that the mandala is derived from the world 'circle' To learn that Mandalas are used as spiritual teaching tool that helps strengthen meditation and increase focus To understand some of the features from Islamic art
 <p>Pupils will develop their sculpting skills through the use of another medium, papier maché. Taking inspiration from Julie Taymor's 'Lion King' masks, pupils will follow instructions to produce their own.</p> <p>3D Form Concepts NC - To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials</p> <ul style="list-style-type: none"> To learn how to make an animal mask To know that Julie Taymor is famous for making all the 'Lion King' show masks / puppets 	<p>Picture Our Planet</p>  <p>Pupils will be introduced to the work of Romero Britto, a Brazilian artist who is well-known for his bright and vibrant collage-like artwork. Pupils will use his work to inspire their own colourful textile collage piece. Pupils will need to identify fabrics that would be the most suitable for their design by discussing their features. They will be introduced to the technique of layering to produce interesting art pieces.</p> <p>Textiles / Collage Skills Development</p> <ul style="list-style-type: none"> To know how to cut, layer and join materials <p>Concepts NC - To know about great artists, architects and designers</p> <ul style="list-style-type: none"> To know how to cut, layer and join materials To learn about Romero Britto and discuss the key features of his work e.g. bright colours, abstract form, bold lines

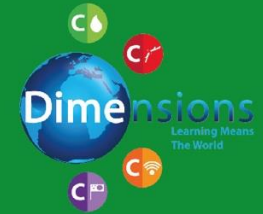
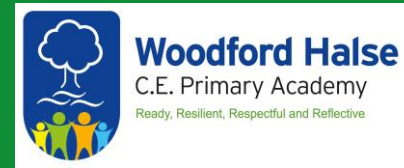


Knowledge Progression

Adventurers 1 / Year 3	Adventurers 2 / Year 4
<p align="center">Athens v Sparta</p> <p> In this unit, pupils will refine their clay moulding technique with the introduction of 'slip'. Slip will be used to join coils of clay together, in order for the pupils to make simple clay pots with lids. Pupils will also find out about the cultural importance of Greek pottery in conveying stories and messages and use original designs to inspire their own.</p> <p>3D Form</p> <p>Skills Development</p> <ul style="list-style-type: none"> To know how to make a coil pot <p>Concepts</p> <p>NC - To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials</p> <ul style="list-style-type: none"> To know how to make a coil pot To identify different variations of pottery design from the past to modern times 	<p align="center">Lightning Speed</p> <p> Pupils will revisit the printing techniques developed in Pathfinders and will go on to develop them by exploring the use of line to produce effective printing patterns. Pupils will also be reminded of vocabulary previously introduced to them.</p> <p>Pupils will discuss the uses of printing by looking at the work of Gutenberg. They will improve their printing skills by producing book covers and using marbling techniques to make end papers.</p> <p>Printing</p> <p>Skills Development</p> <ul style="list-style-type: none"> To know about a range of lines and marks that create different effects when printing <p>Concepts</p> <p>NC - To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials</p> <ul style="list-style-type: none"> To know about a range of lines and marks that create different effects when printing To learn a range of printing techniques that were used from both Ancient and Modern times e.g. 'wood block'
<p align="center">Under the Canopy</p> <p> Pupils will use drawing techniques developed over the course of this phase and earlier to create observational drawings using pastels as their tool. Pupils will notice that pastels can be hard to work with so will need to adapt their technique as appropriate.</p> <p>As well as drawing, pupils will explore the art of tattooing as an artform, recognising that it has a long cultural history in central America and is used as a sign of courage.</p> <p>Drawing / Painting</p> <p>Concepts</p> <p>NC - To create sketch books to record their observations and use them to review and revisit ideas</p> <p>NC - To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials</p> <ul style="list-style-type: none"> To know how to make close observational drawings To know how to use oil pastels in drawing To know that body art, in the form of tattooing, was being used in the 16th century in Mexico and Central America To identify different methods of body and face painting 	<p align="center">Operation Pied Piper</p> <p> Pupils will know that lines are a key aspect of drawing and, in these units, further explore how using a variety of line drawing techniques can be effective and eye-catching. Pupils will be encouraged to talk in more depth and with wider artistic vocabulary about their own art and that of others. In both units, pupils will use line to draw buildings, noting some architectural features before deepening their understanding of effective drawing techniques through the 'rule of thirds' in drawing landscapes. In Operation Pied Piper, however, they will look at the work of LS Lowry and his techniques in drawing buildings and urban landscapes to influence their own drawings using the 'rule of thirds'.</p> <p>Drawing</p> <p>Skills Development</p> <ul style="list-style-type: none"> To know that line can be used effectively as a visual element in drawing <p>Concepts</p> <p>NC - To create sketch books to record their observations and use them to review and revisit ideas</p> <p>NC - To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials</p> <ul style="list-style-type: none"> To know that line can be used effectively as a visual element in drawing To know the rule of thirds is a set of guidelines used to composing artwork for 2D mediums, such as photography, drawing and painting To know that artists use the rule of thirds when creating landscapes, but that it can also be used for subject matter, still life, figures and portraits



Art



Key Vocabulary

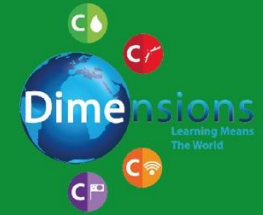
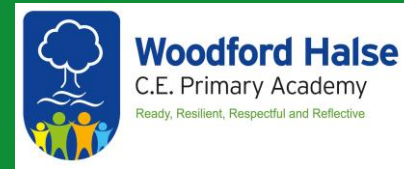
Adventurers 1 / Year 3			Adventurers 2 / Year 4		
Come Fly With Me! Africa			A World of Difference		
Julie Taymor	puppet		mandala	nature	shape
mask			Buddhism	pattern	tone
Lion King			circle	draw	texture
papier maché			geometric	reflect	
3D			calligraphy	image	
design			artefact	line	
model					
"That's All, Folks!"			Lightning Speed		
brush technique	character design	Jack Kirby	printing	Gutenberg	marbling
brush stroke	applied technique		Lino press	stamp	book covers
sketchbook	comic art		ink	printing press	crosshatch
stippling pointillism	layer		roller	relief print	non-porous
Athens v Sparta			Picture Our Planet		
coil pot	cross-hatching		abstract form	line	
slip	clay guide		fray	Romero Britto	
clay	pottery		layering		
Under the Canopy			Operation Pied Piper		
dye	oil pastel		landscapes	LS Lowry	rule of thirds
observational	tattooing		line	war art	
drawing			photography	still life	
oil painting			portrait	Van Gogh	

NAVIGATORS

Knowledge Building					
Techniques	Tools	People	Art and Design Vocabulary	Architecture	Cultural Understanding
Know which art techniques to choose for specific purposes	Know which art tools to choose specific purposes and how to use them safely	Know about the influence of different historical cultural and social contexts on artists	Know and use a wide range of art and design vocabulary in critiques	Know how architecture shapes communities and landscapes	Know what art reflects and influences culture and vice versa
Art Skills Navigators 1 / Y5			Art Skills Navigators 2 / Y6		
<p>Ar70 <i>Drawing</i> Research and use a variety of source materials for their work</p> <p>Ar71 <i>Drawing</i> Explore the potential properties of the visual elements of line, tone, pattern, texture, colour and shape</p> <p>Ar72 <i>Painting</i> Work on preliminary studies to test media and materials. Investigate, explore and record information to generate imaginative ideas</p> <p>Ar73 <i>Drawing</i> Work in a sustained and independent way from observation, experience and imagination</p> <p>Ar74 <i>Printing</i> Become familiar with new techniques e.g. the use of poly-blocks, relief, mono and resist printing</p> <p>Ar75 Compare and comment on ideas, methods and approaches used in their own and others' work, beginning to relate these to intention, in order to adapt and improve outcomes</p> <p>Ar76 <i>Drawing</i> Use a sketchbook to develop ideas</p> <p>Ar77 <i>Painting</i> Demonstrate a secure knowledge about primary and secondary, warm and cold, complementary and contrasting colours</p> <p>Ar78 <i>Painting</i> Create imaginative work from a variety of sources</p> <p>Ar79 <i>Printing</i> Choose the printing method appropriate to task</p> <p>Ar80 <i>Printing</i> Build up layers and colours/textures</p> <p>Ar81 <i>Printing</i> Organise their work in terms of pattern, repetition, symmetry or random printing styles</p> <p>Ar82 <i>Textiles/Collage</i> Join fabrics in different ways, including stitching</p> <p>Ar83 <i>Textiles/Collage</i> Use a range of media to create collage</p> <p>Ar84 <i>3D-Form</i> Use recycled, natural and man-made materials to create sculpture</p> <p>Ar85 <i>3D-Form</i> Plan a sculpture through drawing and other preparatory work</p> <p>Ar86 Design and create images and artefacts in response to personal ideas and for clearly defined purposes by selecting and developing techniques and using a range of materials</p>			<p>Ar87 <i>Drawing</i> Manipulate and experiment with the elements of art: line, tone, pattern, texture, form, space, colour and shape</p> <p>Ar88 <i>Painting</i> Carry out preliminary studies, test media and materials and mix appropriate colours</p> <p>Ar89 <i>Painting</i> Work from a variety of sources, including some researched independently</p> <p>Ar90 <i>Modelling and Sculpting</i> Explore further the use for clay e.g. slabs, coils, slips, etc.</p> <p>Ar91 Investigate, explore and record information about famous artists showing appreciation of aesthetic qualities</p> <p>Ar92 <i>Drawing</i> Identify artists who have worked in a similar way to their own work</p> <p>Ar93 Analyse and comment on ideas and methods</p> <p>Ar94 <i>Drawing</i> Demonstrate a wide variety of ways to make different marks with dry and wet media</p> <p>Ar95 <i>Drawing</i> Develop ideas using different or mixed media, using a sketchbook</p> <p>Ar96 <i>Drawing</i> Manipulate and experiment with the elements of art: line, tone, pattern, texture, form, space, colour and shape</p> <p>Ar97 <i>Painting</i> Choose appropriate paint, paper and implements to adapt and extend their work</p> <p>Ar98 <i>Painting</i> Create shades and tints using black and white. Work from a variety of sources, including some researched independently</p> <p>Ar99 <i>Painting</i> Show an awareness of how paintings are created</p> <p>Ar100 <i>Printing</i> Describe varied technique</p> <p>Ar101 <i>Printing</i> Show confidence in printing on paper or fabric</p> <p>Ar102 <i>Textiles/Collage</i> Show an awareness of the potential of the uses of materials</p> <p>Ar103 <i>Textiles/Collage</i> Use different techniques, colours and textures when designing and making pieces of work</p> <p>Ar104 <i>Modelling and Sculpting</i> Create sculpture and constructions with increasing independence</p>		



Art



Knowledge Progression

Navigators 1 / Year 5

Mission Control



In this unit, pupils will extend their knowledge of the planets, Sun and Moon through their art. Pupils will be familiar with mixing primary colours to make secondary and adding white or black to create shades. They will improve their technique of colour mixing by now working with complementary and contrasting colours, as well as hue and tones. They will apply these techniques to produce paintings of the planets, Sun and Moon, observing carefully the colours seen on each. In addition to colour mixing, pupils will embed their understanding of creating texture by adding materials to their paints.

Painting Concepts

NC - To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials

- To learn about primary and secondary colours and what they can be used for e.g. warm colours, cold colours, complementary colours
- To learn about colour wheels, including tints, tones, shades and hues
- To understand when you apply paint and materials (e.g. sand, sugar grit) to different types of paper, it will create different textures

You're Not Invited



Pupils will secure their skills in working with clay in this unit. In Adventurers, pupils used to slip to join two or more pieces of clay together. Now, they will use cross-hatching to ensure more secure joins and use clay guides to ensure that a piece of clay is flat and level. Pupils will then study some of the designs on Roman mosaics to inspire their own decoration noting some of the significant features of Roman design.

3D Form

Concepts

NC - To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials

- To know how to make a slab pot
- To know that Roman mosaics were common forms of decoration during the reign of the Roman Empire
- To learn about the significance of Roman mosaic art and their designs

Navigators 2 / Year 6

"I Have a Dream..."



Pupils will explore another approach to sculpture through the use of everyday items, specifically paper clips. They will use the work of Pietro D'Angelo, an Italian figurative sculpture who uses wire mesh to produce his sculptures. Pupils will be encouraged to sketch ideas, produce a sculpture and then critique their own and others' work.

3D Form

Concepts

NC - To know about great artists, architects and designers

NC - To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials

- To know that Pietro D'Angelo is an artist that creates paper clip sculptures
- To understand the properties and capabilities of wire e.g. mesh, paper clips, garden wire

A World of Bright Ideas



Pupils should now be fairly confident with the technique of printing using rollers and their own print plates. In this unit, pupils will develop their technique further by exploring using two colours and stencils to make a more complex design.

As well as improving printing techniques, pupils will look at branding and how brand logos can be considered a form of art that plays a role in our culture.

Printing

Skills Development

- To know how to create a two-colour relief print with a stencil

Concepts

NC - To create sketch books to record their observations and use them to review and revisit ideas




NC - To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials

- To know how to create a two-colour relief print with a stencil
- To know why logos are important in branding
- To know the features of a strong brand image



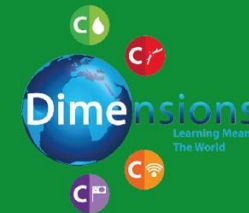
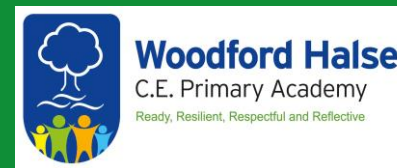
Art

Knowledge Progression

Navigators 1 / Year 5	Navigators 2 / Year 6
<p>Cosmopolitan</p> <p> Pupils will develop their ability to work with different artistic tools in this unit. Pupils will learn about different types of paint and expand their vocabulary further. They will also experiment with how these paint types can be used on a range of surfaces to produce different textures.</p> <p>Pupils will be introduced to John Curtis who is an artist inspired by pop art and mixed media. He specialises in night-time cityscape painting. Pupils will use a range of media to create their own night-time cityscapes specifically Sydney Harbour Bridge.</p> <p>Painting</p> <p>Skills Development</p> <ul style="list-style-type: none"> To learn about different types of paint and explore their capabilities on a range of surfaces <p>Concepts</p> <p>NC - To know about great artists, architects and designers</p> <ul style="list-style-type: none"> To learn about different types of paint and explore their capabilities on a range of surfaces To know that John Curtis is well-known for his landscape pieces using mixed media 	<p>Full of Beans</p> <p> Pupils will have had the opportunity to draw with various tools and refine their technique in Adventurers. They will now explore reasons why people draw and be introduced to the vocabulary of 'observation', 'experience' and 'imagination'. They will use viewfinders as a tool to aid observational drawing and be encouraged to use the range of techniques they have learnt in the past.</p> <p>Pupils will also explore how a picture can be created with only one colour by mixing a variety of shades to create areas of light and dark.</p> <p>Drawing</p> <p>Skills Development</p> <ul style="list-style-type: none"> To explore different drawing stimuli <p>Concepts</p> <p>NC - To create sketch books to record their observations and use them to review and revisit ideas</p> <p>NC - To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials</p> <ul style="list-style-type: none"> To know that different drawing implements to create light and dark effects To investigate the colour green and understand links e.g. green can symbolise love, associated with Venus To know how to create different shades and tones of green
	<p>British Bulldog</p> <p>Choosing one of five stimuli images provided, pupils will sketch shapes and add colour to create a Moroccan painting similar to the style of Winston Churchill.</p> <p>Painting</p> <p>Concept</p> <ul style="list-style-type: none"> To know that as well as a politician, Winston Churchill was an accomplished painter <p>Clash of the Titans</p> <p> In Adventurers, pupils explored techniques of joining fabrics together to create textile collages. Now in Navigators, pupils will develop their technique further by using needle and thread to stitch fabric together. Not only is this an art technique, but a useful life skill. Pupils will use stitching techniques to produce a Tudor rose, the symbol of the Tudor dynasty after the Wars of the Roses was over. It combines the red rose of the Lancastrians with the white rose of the Yorkists.</p> <p>Collage</p> <p>Skills Development</p> <ul style="list-style-type: none"> To know about exploring fabrics by stitching <p>Concepts</p> <p>NC - To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials</p> <ul style="list-style-type: none"> To know about exploring fabrics by stitching To know that the Tudor rose was created by combining the red and white rose symbols of the Lancastrians and Yorkist household who fought each other during the Wars of the Roses.

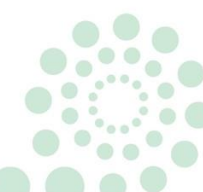


Art



Key Vocabulary

Navigators 1 / Year 5			Navigators 2 / Year 6		
You're Not Invited			"I Have a Dream..."		
mosaic art	cross-hatching		manipulate	wire	
slab pot	rollers		paper clip sculptures		
clay guides	wire cutter		Pietro D'Angelo		
Mission Control			A World of Bright Ideas		
cold colours	hue	tint	brand image	printing tile	
colour wheel	primary colours	tone	indentation	processes	
complementary colours	secondary colours	warm colours	logo	stencil	
contrasting colours	contrasting colours		printing plate		
Cosmopolitan			British Bulldog		
abstract art	surface	poster paint	landscape	colour mixing	
acrylic paint	texture	powder paint	vibrancy	sketch	
Jackson Pollock	watercolour paint	cityscape			
mask	John Curtis	mixed media			
			Clash of the Titans		
			fabrics	stitching	poppy
			thread	installation	rose
			Full of Beans		
			hue	tone	shade



End Goals

Explorers / EYFS

Our aim in teaching art in Explorers is to give pupils a grounding in some basic techniques and use of tools, whilst encouraging them to be as imaginative and creative as possible. Pupils should know what a paint brush, easel and palette are by the end of this phase and some pupils may be starting to use these tools with increasing dexterity. Pupils should be able to name some primary and secondary colours and select the most suitable ones for their artwork. Pupils should be able to spot patterns and incorporate some they have seen within their own work. It is important that pupils have been made aware that art can be found in various forms everywhere. Pupils should be able to talk about what they see in simple terms and express whether they like or dislike artwork, knowing that there is no right or wrong answer and that we can all have different preferences. Explorers, like the following phases, will have been introduced to well-known artists, have had the opportunity to study their work and use this as inspiration for their own.

Pathfinders / KS1

Our aim in teaching art in Pathfinders is to encourage the pupils to become more aware of the techniques and tools they are using and recognise that art can be created in many different ways and from a range of materials. In this phase, pupils will have embedded their skills in how to use certain tools, such as holding a paintbrush correctly and picking appropriate colours. They should have developed their drawing skills further by working with lighter and darker shades, producing them, either through increased pressure when using a pencil, or by mixing colours together. They will have also begun to cultivate their techniques in using clay for sculpting, and using tools such as rollers, ink and printing plates in printing. Vocabulary such as 'primary' and 'secondary' colours, 'tints' and 'shade' should be understood by pupils. In Pathfinders, pupils should know that some artists create art with things other than their hands, such as the work of Christy Brown, and that disability does not prevent people from becoming artists. They should also know that artists can use their environment to inspire their work, for example César Manrique uses the windy landscape of Lanzarote and Monet was inspired by the sea. Through Manrique's art, pupils should have more awareness that art can be made from lots of different things, not just paper, pencils and paint.

Adventurers / LKS2

Our aim in teaching art in Adventurers is to deepen their awareness of art as an identifying feature of different cultures and religions, as well as building on techniques and use of tools from Pathfinders. In this phase, pupils should be able to choose from a range of paintbrushes and understand how varying brush sizes can make an impact on what a painting looks like. They should also be able to vary the lines they use when drawing buildings, portraits and landscapes to give their work greater impact. As well as using lines more effectively, pupils should have been introduced to the concept that artists, specifically painters and illustrators, can follow rules to guide their work, for example, the 'rule of thirds' for landscapes. The techniques used in sculpting with clay will have been improved by using 'slip' to make sculptures stronger and using papier mache as another tool for sculpting 3D forms. In this phase, art as an identifying feature of culture and religion appear regularly. Pupils will be aware of the use of mandalas in Buddhism and geometric patterns that appear in Islamic art. In contrast, they should understand the significance of tattooing as an art form in Central America and Mexico during the Mayan period and how the comic book artwork of Jack Kirby and his Marvel characters has had a cultural impact. In Lightning Speed, pupils will have looked at the work of Gutenberg and how printing is not only an artform but has many practical uses.

Navigators / UKS2

Our aim in teaching art in Navigators is to challenge pupils in their selection of tools and techniques so that their own works makes more of an impact, and in their understanding of how art can reflect culture and historical events. Throughout this phase, pupils should be able to draw upon the skills and techniques they have used to produce work that is effective and personalised. Pupils will expand their knowledge of colour through, not only mixing, but manipulating contrasting and complementary colours within their work. They will have created sculptures using more complex techniques with clay, such as slab work, and will have needed to delve deeper into their imaginations to create sculptures using small, everyday materials i.e. paper clips. Pupils should be able to evaluate and critique art, not only produced by professional artists, but by themselves and their peers, giving intelligent and supportive feedback using a wide range of art and design vocabulary. Pupils should recognise when research is required when creating art of a certain style and be aware of the reasons why art is important, making links with historical and cultural events. By the end of this phase, pupils should be able to produce art using a wide range of techniques, select tools for specific purposes and have a developed sense of imagination, whilst being able to link work to a range of historical, social and cultural contexts.