

		KS2 National Curriculum objectives	Year 3			Year 4		
			Skill	Knowledge	ILPs	Skill	Knowledge	ILPs
		Essential areas-every year group to cover as part of the process						
Essential Steps	Creation/ Design	Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).	Use and combine a range of visual elements in artwork.	Visual elements include colour, line, shape, form, pattern and tone.	Aut 1: Predators (Mixed Media) Aut 2: Gods and Mortals (Sculpture) Sum 1: Tremors/ Rocks, Relics and Rumbles (Paint)	Develop techniques through experimentation to create different types of art.	Materials, techniques and visual elements, such as line, tone, shape, pattern, colour and form, can be combined to create a range of effects.	Aut 1: Blue Abyss (Mixed Media) Spr 2: Traders and Raiders (Sculpture) Sum 2: Misty Mountains Sierra (Paint)
	Generation of ideas	Create sketchbooks to record their observations and use them to review and revisit ideas.	Use preliminary sketches in a sketchbook to communicate an idea or experiment with a technique.	Preliminary sketches are quick drawings that can be used to inspire a final piece of artwork. They are often line drawings that are done in pencil.		Create a series of sketches over time to develop ideas on a theme or mastery of a technique.	Artists use sketching to develop an idea over time.	
	Evaluate	Evaluate and analyse creative works using the language of art, craft and design.	Make suggestions for ways to adapt and improve a piece of artwork.	Suggestions for improving or adapting artwork could include aspects of the subject matter, structure and composition; the execution of specific techniques or the uses of colour, line, texture, tone, shadow and shading.		Give constructive feedback to others about ways to improve a piece of artwork.	Constructive feedback highlights strengths and weaknesses and provides information and instructions aimed at improving one or two aspects of the artwork, which will improve the overall piece.	
	Discipline	Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).	<u>Nature</u> Use nature and natural forms as a starting point for artwork. <u>Human form</u> Draw, paint or sculpt a human figure in a variety of poses, using a range of materials, such as pencil, charcoal, paint and clay. <u>Landscape</u> Draw, paint or photograph an urban landscape.	Nature and natural forms can be used as a starting point for creating artwork. Artists draw, paint or sculpt human forms in active poses. An urban landscape is a piece of artwork that shows a view of a town or city.		<u>Nature</u> Represent the detailed patterns found in natural phenomena, such as water and weather. <u>Human form</u> Explore and develop art that uses the human form to create a narrative, using ideas from contemporary or historical starting points. <u>Landscape</u> Choose an interesting or unusual perspective or viewpoint for a landscape.	Natural patterns from weather and water are often used as a subject matter. Art can be developed that depicts the human form to create a narrative. Art can display interesting or unusual perspectives and viewpoints.	
	Significant people/ movement	Learn about great artists, architects and designers in history.	Compare artists, architects and designers and identify significant characteristics of the same style of	Explorations of the similarities and differences between pieces of art, structures and products from the same genre could		Compare and contrast artwork from different times and cultures.	Artwork has been used at different times and in different cultures to express ideas about	

			artwork, structures and products through time.	focus on the subject matter, the techniques and materials used or the ideas and concepts that have been explored or developed.			storytelling, religion and intellectual satisfaction. Similarities and differences between artwork can include the subject matter, style and use of colour, texture, line and tone.	
			Work in the style of a significant artist, architect or designer.	The work of significant artists, architects and designers has distinctive features, including the subject matter that inspires them, the movement to which they belong and the techniques and materials they have used.		Explain the significance of art, architecture or design from history and create work inspired by it.	Historical works of art are significant because they give the viewer clues about the past through the symbolism, colours and materials used.	
The 5 mediums will be covered within the 3 key areas (Projects)								
Sculpture	Malleable materials	Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).	Create a 3-D form using malleable or rigid materials, or a combination of materials.	Malleable materials, such as clay, papier-mâché and Modroc, are easy to change into a new shape. Rigid materials, such as cardboard, wood or plastic, are more difficult to change into a new shape and may need to be cut and joined together using a variety of techniques.	Aut 1: Predators (Mixed Media)	Use clay to create a detailed 3-D form.	Techniques used to create a 3-D form from clay include coiling, pinching, slab construction and sculpting. Carving, slip and scoring can be used to attach extra pieces of clay. Mark making can be used to add detail to 3-D forms.	Aut 1: Blue Abyss (Mixed Media)
	Paper and fabric	Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).	Weave natural or man-made materials on cardboard looms, making woven pictures or patterns.	Warp and weft are terms for the two basic components used in loom weaving. The lengthwise warp yarns are fixed onto a frame or loom, while the weft yarns are woven horizontally over and under the warp yarns. Covered	Aut 2: Gods and Mortals (Sculpture)	Use a range of stitches to add detail and texture to fabric or mixed-media collages.	Stitches include running stitch, cross stitch and blanket stitch.	Spr 2: Traders and Raiders (Sculpture)
Mixed Media	Pencil, ink, charcoal and pen	Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).	Add tone to a drawing by using linear and cross hatching, scumbling and stippling.	Hatching, cross-hatching and shading are techniques artists use to add texture and form.	Sum 1: Tremors/ Rocks, Relics and Rumbles (Paint)	Use the properties of pen, ink and charcoal to create a range of effects in drawing.	Pen and ink create dark lines that strongly contrast with white paper. Pen and ink techniques include hatching (drawing straight lines in the same direction to fill in an area), cross-hatching (layering lines of hatching in different directions), random lines (drawing lines of a variety of shapes and lengths) and stippling (using small dots). Light tones are	Sum 2: Misty Mountains Sierra (Paint)

							created when lines or dots are drawn further apart and dark tones are created when lines or dots are drawn closer together.	
	Printing	Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).	Make a two-colour print.	A two-colour print can be made in different ways, such as by inking a roller with two different colours before transferring it onto a block, creating a full print then masking areas of the printing block before printing again with a different colour or creating a full print then cutting away areas of the printing block before printing again.		Combine a variety of printmaking techniques and materials to create a print on a theme.	Different printmaking techniques include monoprinting, engraving, etching, screen printing and lithography.	
Paint	Paint	Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).	Identify, mix and use contrasting coloured paints.	Examples of contrasting colours include red and green, blue and orange, purple (violet) and yellow. They are obviously different to one another and are opposite each other on the colour wheel.		Identify, mix and use warm and cool paint colours to evoke warmth or coolness in a painting.	Warm colours include orange, yellow and red. They remind the viewer of heat, fire and sunlight. They can make people feel happy and they look like they are in the foreground of a picture. Cool colours include blue, green and magenta. Cool colours remind the viewer of water, ice, snow and the sky. They can make people feel calm or lonely and they recede into the background of a picture.	Paint