

Art and Design long term curriculum outcomes

Including NC objectives, artists and vocabulary progression

Year 1	Drawing	Painting and mixed media	Sculpture and 3D	Craft and Design Optional unit
Unit of work	Make your mark	Colour splash	Paper play	Embellishments
Outcomes (Found on planning) Use on termly overview	To know how to create different types of line To explore line and mark-making to draw water To develop an understanding of mark-making To apply an understanding of drawing materials and mark-making to draw from observation	To investigate how to mix secondary colours To apply knowledge of colour mixing when painting To explore colour when printing To apply painting skills when working in the style of an artist	To roll paper to make 3D structures To shape paper to make a 3D drawing To apply paper-shaping skills to make and imaginative sculpture To work collaboratively to plan and create a sculpture To apply painting skills when working in 3D	<i>To know that art can be made in different ways To choose, measure, arrange and fix materials To explore plaiting, threading and knotting techniques</i>
NC objectives	To use a range of materials creatively to design and make products. To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination. To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space. 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.			
Key Vocabulary	Geometric Horizontal Irregular Line Mark-making Observation Regular Texture Vertical	Hue Mix Pattern Primary colours Secondary colours Print	Cylinder Detail Sculpture Spiral Three dimensional (3D) Zig-zag Overlap Fold	Art weft Craft Loom Thread Warp Artist Plait Threading Weaving
Artists/ Significant individuals or movements	Bridget Riley Zaria Forman	Jasper Johns Clarice Cliff	Samantha Stephenson Louise Bourgeois	Cecilia Vicuña's

Year 2	<i>Drawing Optional unit</i>	Painting and mixed media	Sculpture and 3D	Craft and Design
Unit of work	<i>Tell a story</i>	Life in Colour	Clay houses	Map it out
Outcomes (Found on planning) Use on termly overview	<i>To develop a range of mark-making techniques</i> <i>To explore and experiment with mark-making to create textures</i> <i>To develop observational drawing</i> <i>To understand how to apply expressions to illustrate a character</i>	To develop knowledge of colour mixing To know how texture can be created with paint To use paint to explore texture and pattern To compose a collage, choosing and arranging materials for effect To evaluate improve artwork	To use my hands as a tool to shape clay To shape a pinch pot and join clay shapes as decoration To use impressing and joining techniques to decorate a clay tile To use drawing to plan the features of a 3D model To make a 3D clay tile from a drawn design	To investigate maps as a stimulus for drawing To learn and apply the steps of the felt-making process To experiment with a craft technique to develop an idea To present artwork and evaluate it against a design brief
NC objectives	To use a range of materials creatively to design and make products. To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination. To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space. 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.			
Key Vocabulary	Charcoal Cross-hatching Scribbling Concertina Expression Stippling Illustrations Illustrator	Collage Mixing Primary colour Secondary colour Surface Detail Overlap Texture	Clay slip Impress Pinch pot Thumb pot Relief Score Sculpture Surface	Abstract Composition Curator Felt Fibre Inspired Negative print Pattern Stained glass View finder
Artist(s)/ Significant individuals or movements	Quentin Blake	Romare Bearden	Ranti Bam Rachel Whiteread	Kim Soon Im Joseph Albers Eduardo Paolozzi

Year 3	Drawing	<i>Painting and mixed media</i> Optional unit	Sculpture and 3D	Craft and Design
Unit of work	Growing Artists	<i>Prehistoric Painting</i>	Abstract shape and space	Ancient Egyptian Scrolls
Outcomes (Found on planning) <i>Use on termly overview</i>	<p>To recognise how artists use shape in drawing.</p> <p>To understand how to create tone in drawing by shading.</p> <p>To apply observational drawing skills to create detailed studies.</p> <p>To apply an understanding of composition to create abstract drawings.</p>	<p><i>To apply understanding of prehistoric man-made art.</i></p> <p><i>To explore how natural products produce pigments to make colours.</i></p> <p><i>To select and apply a range of painting techniques.</i></p>	<p>To join 2D shapes to make 3D structures</p> <p>To join materials in different ways when working in 3D</p> <p>To develop ideas for 3D artwork</p> <p>To apply knowledge of sculpture when working in 3D</p> <p>To evaluate and improve work</p>	<p>To investigate the style, pattern and characteristics of Ancient Egyptian art.</p> <p>To apply design skills inspired by the style of an ancient civilisation.</p> <p>To apply understanding of ancient techniques to construct a new material.</p> <p>To apply drawing and painting skills in the style of an ancient civilisation.</p> <p>To apply understanding of Egyptian art to develop a contemporary response.</p>
NC objectives	<p>To develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.</p> <p>To create sketch books to record their observations and use them to review and revisit ideas.</p> <p>To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay].</p> <p>To know about great artists, architects and designers in history.</p>			
Key Vocabulary	<p>Abstract</p> <p>Botanical art</p> <p>Composition</p> <p>Geometric</p> <p>Organic</p> <p>Scale</p> <p>Shading</p> <p>Texture</p> <p>Tone</p>	<p>Charcoal</p> <p>Drawing medium</p> <p>Pigment</p> <p>Prehistoric</p> <p>Proportion</p> <p>Scale up</p> <p>Smudging</p> <p>Stone age</p>	<p>Abstract</p> <p>Negative space</p> <p>Positive space</p> <p>Sculptor</p> <p>Structure</p> <p>Sculpture</p> <p>Found objects</p> <p>Three-dimensional</p>	<p>Ancient</p> <p>Colour</p> <p>Composition</p> <p>Egyptian</p> <p>Imagery</p> <p>Layout</p> <p>Papyrus</p> <p>Pattern</p> <p>Technique</p>
Artists/ Significant individuals or movements	<p>Georgia O’Keeffe</p> <p>Charles Darwin</p> <p>Carl Linneaus</p>	<p>Stone Age Art</p>	<p>Anthony Caro</p>	<p>Ancient Egyptian Art</p>

Year 4	Drawing	Painting and mixed media	Sculpture and 3D Optional unit	Craft and Design
Unit of work	Power Prints <i>Omit lesson 1</i>	Light and Dark	Mega Materials <i>Omit lesson 4</i>	Fabric of Nature
Outcomes (Found on planning) Use on termly overview	To explore proportion and tone when drawing. To plan a composition for a mixed media drawing. To use shading techniques to create pattern and contrast. To work collaboratively to develop drawings into prints.	To investigate different ways of applying paint. To mix tints and shades of colour. To use tints and shades to give a three-dimensional effect when painting. To explore how paint can create very different effects. To consider proportion and composition when planning a still-life painting. To apply knowledge of colour mixing and painting techniques to create a finished piece.	To develop ideas for 3D work through drawing and visualisation in 2D. To use more complex techniques to shape materials. To choose and join a variety of materials to make sculpture.	To understand starting points in a design process To explore techniques to develop imagery To explore using a textile technique to develop patterns To learn how to create a repeating pattern To understand how art is made for different purposes
NC objectives	To develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design. To create sketch books to record their observations and use them to review and revisit ideas. To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]. To know about great artists, architects and designers in history.			
Key Vocabulary	Collaborate Collage Composition Engraving Printing technique Proportion Shading Tone Wax-resist	Composition Hue Proportion Shade Shadow Still-life Tint Tone	Ceramics Form Found objects Organic shape Scale Sculpture Typography	Batik Craft Design Designer Industry mood board pattern repeating symmetrical colour palette craftsperson develop imagery inspiration organic repeat rainforest texture theme
Artists/ Significant individuals or movements	Fernando Botero Alberto Giacometti Henry Moore	Paul Cezanne	Magdalene Odundo Barbara Hepworth Jaume Plensa El Anatsui	William Morris

Year 5	Drawing	Painting and mixed media	Sculpture and 3D	Craft and Design Optional unit
Unit of work	I need space	Portraits	Interactive installation	Architecture
Outcomes (Found on planning) Use on termly overview	To explore how a drawing can be developed To combine materials for effect To identify the features of self-portraits To develop ideas towards an outcome by experimenting with materials and techniques To apply knowledge and skills to create a mixed-media self-portrait	To explore how a drawing can be developed. To combine materials for effect. To identify the features of self-portraits. To develop ideas towards and outcome by experimenting with materials and techniques. To apply knowledge and skills to create a mixed-media self-portrait.	To identify and compare features of art installations To investigate the effect of space and scale when creating 3D art To problem solve when constructing 3D artworks To plan an installation that communicates an idea	To apply an understanding of architecture to design a building To extend design ideas through research and sketchbook use To explore and evaluate the intention of a design.
NC objectives	To develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design. To create sketch books to record their observations and use them to review and revisit ideas. To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]. To know about great artists, architects and designers in history.			
Key Vocabulary	cold war collagraph collagraphy composition culture decision develop evaluate futuristic imagery printing plate printmaking process propaganda purpose repetition Retrofuturism revisit space race stimulus technique	Collage Identity Mixed-media Monoprint Multi-media Photomontage Self-portrait	Analyse art medium Atmosphere concept Culture display Elements evaluate Experience features Influence installation art Interact interactive Location mixed media performance art props revolution scale scaled down special effects stencil three dimensional	Architecture Architect Composition Elevation Legacy Monoprint Perspective Proportion Transform
Artists/ Significant individuals or movements	<i>Retrofuturism</i> Teis Albers	Chila Kumari Singh Burman Vincent Van Gogh Frida Kahlo Sonia Boyce Njideka Akunyili Crosby	Cai Guo-Qiang	Zaha Hadid Friedensreich Hundertwasser

Year 6	Drawing		Painting and mixed media Optional unit	Sculpture and 3D		Craft and Design
Unit of work	Make my voice heard		Artist study	Making memories		Photo opportunity
Outcomes (Found on planning) Use on termly overview	To explore expressive drawing techniques To consider how symbolism in art can convey meaning To apply understanding of the drawing techniques chiaroscuro To evaluate the context and intention of street art To apply an understanding of impact and effect to create a powerful image		To understand how to analyse a famous painting. To apply interpretation skills to analyse and respond to an abstract painting. To develop starting points for creative outcomes.	To analyse how art can explore the concept of self To explore sculptural techniques To use creative experience to develop ideas and plan sculpture To apply an understanding of materials and techniques to work in 3D To problem solve, evaluate and refine artwork to achieve a chosen outcome		To apply an understanding of composition to create an effective photomontage advertising poster To apply an understanding of abstract art through photography To demonstrate an understanding of design choices made for effect using digital photography techniques To demonstrate observation and proportion to create art in a photorealistic style
NC objectives	To develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design. To create sketch books to record their observations and use them to review and revisit ideas. To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]. To know about great artists, architects and designers in history.					
Key Vocabulary	Aesthetic character traits commissioned expressive guerrilla impact mark making Mayan Representative Symbol Technique	audience chiaroscuro composition graffiti imagery interpretation Maya mural street art symbolic tonal	Abstract Analyse Evaluate Interpret Medium Mixed-media Narrative Respond Tableau	Assemblage Collection Embedded Identity Literal Originality Relief Sculpture Symbolic	attribute composition expression juxtaposition manipulate pitfall representation self tradition	Arrangement Digital Layout Macro Monochrome Photography Photomontage Photorealism Prop Saturation
Artists/ Significant individuals or movements	Dan Fenelon Banksy Caravaggio	Leonardo da Vinci Diego Rivera Pablo Picasso	David Hockney Paula Rego John singer Sargent Fiona Rae	Louise Nevelson Judith Scott Nicola Anthony Romare Bearden	Joseph Cornell Yinka Shonibare Louise Bourgeois	Hannah Hoch Edward Weston Derrick O Boateng Chuck Close