

### Year 3

#### Develop ideas

##### Evaluating your design

Explore ideas and collect visual information. Explore different methods and materials as ideas develop (mark making).

#### Techniques

Colour (painting, ink, dye, textiles, pencil, crayon, pastels) – Use light and dark with in painting and begin to explore complimentary colours. Begin to mix colour, shades and tones with increasing confidence.

Introduce different types of brushes.

Apply colour using scratching, splashing and dotting.

Collage Experiment with a range of collage techniques such as tearing, overlapping and layering to create images.

#### Sculpture (clay, wire, paper sculpture)

Shape, model, form and construct materials using your hands.

Plan and develop ideas.

Understanding of different adhesives and methods of construction.

### Year 4

#### Develop ideas

##### Evaluating your design

Begin to develop ideas in a variety of ways. Collect information sketches and resources. Comment on artwork, using visual language.

#### Techniques

Colour – Use light and dark within painting and show understanding of complimentary colours. Mix colour, matching tint, tone and shade with increasing confidence.

Select suitable equipment for the task.

Understand knowledge of how colour effects mood.

Collage Experiment with a range of collage techniques such as tearing, overlapping and layering to create images and represent textures.

Sculpture Plan and develop with increasing detail and accuracy.

Experiment with surface, pattern and texture.

Analyse and interpret natural and man-made forms of construction.

### Year 5

#### Develop ideas

##### Evaluating your design

Develop and imaginatively extend ideas. Collect information, sketches and resources to present imaginatively.

#### Techniques

Colour – Mix and match colours to create atmosphere and light effects. Mix colour, matching hue, tint, tone, shade with confidence building on previous knowledge.

Understand and apply knowledge of how colour effects mood.

Explore the use of texture in colour.

Collage Add collage to a printed or painted background

Use a range of materials to create collages.

Use tools and materials precisely.

Use different techniques, colours and texture when designing and making pieces of work.

Sculpture Plan and develop across a range of ideas.

Shape, form, model and join a range of materials.

Sculpt from observation.

### Year 6

#### Develop ideas

##### Evaluating your design

Spot potential unexpected results when developing ideas. Comment on artwork with a fluent grasp on visual language.

#### Techniques

Colour – Mix colour, matching hue, tint, tone, shade, using different techniques such as washes and thickened paint, creating textural effects.

Use colour to express mood and changing feelings.

Collage Select materials of choice to create collages.

Select different colours and texture, with purpose when designing and making pieces of work.

Combine visual and tactile qualities to express mood and emotion.

Sculpture Sculpt from observation or imagination.

Plan and develop a range of ideas, building on previous knowledge of sculpture.

Shape, form, model and join, using a range of tools with accuracy.

### Year 3

Drawing – mark making (pencil, charcoal, ink, chalk, pastels) Use pencil and charcoal to draw a man-made building (Presenting Portsmouth) and natural habitats (Tribal Tales), giving attention to pattern, shape and form.

Experiment with various pencils.

Close observation.

Draw both positive and negative shapes .

Accurate drawings of people with a focus on faces.

Print/Textiles/Digital media

Take inspiration from great artists

Exploring artists styles

Progression of artistic theory across cultures

Relationship between artistic periods

Describe the work of notable artists.  
Begin to use some of their ideas to create own pieces

### Year 4

Drawing – mark making Investigate a piece of work closely. Discuss what techniques and materials are used. Draw from close observation, using a choice of medium, to capture fine details.

Identify and draw the effect of light.

Scale and proportion.

Accurate drawings of whole people including proportion and placement.  
Work on a variety of scales.

Print/Textiles/Digital media

Computer generated drawings.

Take inspiration from great artists

Exploring artists styles

Progression of artistic theory across cultures

Relationship between artistic periods

Replicate some of the techniques used by notable artists. Create original pieces that are influenced by the study of others.

### Year 5

Drawing – mark making Use rules of perspective of figures and buildings. Initial investigation could be looking back at Year 3 building drawings and improving them using new perspective skills.

Explore the effects of light on objects and people from different directions.

Interpret the texture of a surface.

Produce increasingly accurate drawings of people.

Continue to develop understanding of perspective.

Print/Textiles/Digital media

Take inspiration from great artists

Exploring artists styles

Progression of artistic theory across cultures

Relationship between artistic periods

Describe the work of notable artists Give details about the style of notable artists.

Investigate art through a variety of genres, styles and traditions.

### Year 6

Drawing – mark making Investigate the effects of light and shadow. Choose from a variety of drawing media to show this using pattern and texture.

Explore the effects of light on objects and people from different directions and distances.

Represent different textures of a surface.

Produce increasingly accurate drawings of people with a focus on detailed features.

Print/Textiles/Digital media

Take inspiration from great artists

Exploring artists styles

Progression of artistic theory across cultures

Relationship between artistic periods

Describe the work of notable artists Show how the work of other artists was influential on society. Create original pieces that show a range of influences and styles.