



Who are we?

The children at Lace Hill are very eager to learn and communicate well verbally. They are polite and sociable and keen to please.

At Lace Hill Academy we use the National Curriculum and a primary scheme called Kapow to bring art and design opportunities to the classroom. We work hard to make links between themes in other subjects to the art topics that are planned in. We pride ourselves on our creative learning environment and classroom displays and provide children with the chance to contribute to these through their own art work. As a school, we are working hard to ensure there is a variety of creative and practical activities to allow children to engage in art and design. This is planned through six areas: drawing, painting and mixed media, sculpture and 3D, and craft and design.

What do we need to know? Why?

Art education should engage, inspire and challenge pupils, equipping them with the knowledge and skills to experiment, invent and create their own works of art, craft and design.

Our art curriculum offers children the opportunities to refine different art techniques and become proficient in these skills, such as drawing, painting and sculpture. We try to ensure that this is achieved through mapping these skills across the year group and creating links between other subjects such as science, geography, history and computing. Children should learn about great artists, craft makers and designers within this learning which will then allow them to think critically and evaluate artists' work and their own work. Children should also recognise through their learning how art contributes to the culture, creativity and wealth of our nation.

What do we need to experience? Why?	What do we need to experience? Why?								
When a child leaves our school they will	I am a Lace Hill artist because								
 Be a confident person Be an independent thinker and self-starter Empathise with others Have an inquisitive mind Take risks with their learning Bounce back and move forward when faced with a challenge Be proactive and innovative Have a sense of belonging 	 I use my creativity and imagination to produce my own works of art, craft and design I feel confident experimenting with different media and techniques I've developed I can understand and reflect on how art and design has shaped history I am resourceful, innovative and imaginative I can critique, evaluate and analyse my own and others' works of art 								
Substantive Concepts	Disciplinary Concepts								
 Drawing skills Painting and Mixed Media Sculpture and 3D Craft and Design Knowledge of Artists Formal Elements 	 Develop techniques Express and communicate Take inspiration from artists Experiment with media Critique, evaluate and analyse art 								





Our children need to see that art and design goes far beyond classroom and the curriculum: it is everywhere in the world around us and takes many different forms. Children should be exposed to, and have the opportunity to explore, different artists, architects and designers. We have trips to museums, galleries and centres that the children will visit to allow children to see art first-hand and celebrate art in different forms.

At Lace Hill, we inspire pupils and develop their confidence to experiment and invent their own works of art. Out curriculum gives pupils every opportunity to develop their ability, nurture their talent and interests, express their ideas and thoughts about the world, as well as learning about art and artists a cross cultures and through history. Our curriculum supports pupils to meet the national curriculum end of key stage attainment targets.

Units of lessons are sequential, allowing children to build and encounter key disciplinary concepts which link to our Art and Design 'Golden Box' (above). Underpinning our units of work are our six substantive concepts that thread our curriculum together. The disciplinary concepts are woven throughout units. Substantive concepts are revisited throughout Key Stage 1 and 2 with increasing complexity in a progressive model.

Lessons are always practical in nature and encourage experimental and exploratory learning with pupils using sketchbooks to document their ideas. Our curriculum is designed in such a way that children are involved in the evaluation, dialogue and decision-making about the quality of their outcomes and the improvements they need to make. By taking part in regular discussions and decision-making processes, children will not only know facts and key information about art, but they will be able to talk confidently about their own learning journey, have higher metacognitive skills and have a growing understanding of how to improve.

Our children will leave primary school equipped with a range of techniques and the confidence and creativity to form a strong foundation for their Art and Design learning at Key Stage 3 and beyond.





	Early Years	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6		
Units	Most of the skills are	Drawing – Exploring	Drawing – Tell a Story	Painting and mixed	Drawing – Tone,	Drawing – Depth,	Painting and mixed		
covered	taught through the	line and texture	,	media – Prehistoric	texture and	emotion and	media – Artist study		
	Early Years		Painting and mixed	Printing	proportion	movement			
	curriculum area:	Craft and Design –	Media – Life in				Craft and Design –		
	'Expressive Arts and	Woven Wonders	Colour	Sculpture and 3D –	Sculpture and 3D –	Craft and Design –	Photo opportunity		
	Design' – Creating			Abstract shape and	Mega Materials	Architecture			
	with Materials.	Painting and mixed	Sculpture and 3D –	space			Drawing – Expressing		
		Media – Colour	Clay Houses		Painting and mixed	Painting and Mixed	Ideas		
		Splash		Drawing –	media – Light and	Media – Portraits			
			Craft and Design –	Developing drawing	dark		Sculpture and 3D –		
		Sculpture and 3D –	Map it our	skills		Sculpture and 3D –	Making memories		
		Paper paly			Craft and Design –	Interactive			
				Craft and Design –	Fabric of nature	installation			
				Ancient Egyptian					
				scrolls					
Disciplinary	Nursery								
Concepts									
	Develop techniques		Develop techniques						
	Express and								
	communicate			Express and	communicate				
	Experiment with								
	media			Take inspirati	ion from artists				
	Reception			Experimen	t with media				
	Develop techniques			Critique, evaluat	te and analyse art				
	Express and				,,				
	communicate								
	Take inspiration from								
	artists								
	Experiment with								
	media								
	Critique, evaluate								
	and analyse art								





Substantive Concepts LHA Art and Do Generating Ideas	Nursery and Reception Drawing skills Painting and Mixed Media Sculpture and 3D Formal Elements Craft and Design esign Journey (Progression Early Years Nursery and Reception Talk about ideas and explore different ways to record them	Drawing skills Painting and Mixed Media Craft and Design Knowledge of Artists Formal Elements n in Knowledge and Skills Year 1 Explore own ideas using a range of media	Drawing skills Painting and Mixed Media Sculpture and 3D Knowledge of Artists Formal Elements Year 2 Begin to generate ideas from a wider range of stimuli, exploring different media and techniques	Drawing skills Painting and Mixed Media Sculpture and 3D Knowledge of Artists Formal Elements Year 3 Generate ideas from a range of stimuli and carry out simple research and evaluation as part of the making process	Drawing skills Painting and Mixed Media Craft and Design Knowledge of Artists Formal Elements Year 4 Generate ideas from a range of stimuli, using research and evaluation of techniques to develop own ideas and plan more purposefully for an	Drawing skills Painting and Mixed Media Sculpture and 3D Knowledge of Artists Formal Elements Year 5 Develop ideas more independently from their own research Explore and record plans, ideas and evaluations to develop ideas	Drawing skills Painting and Mixed Media Craft and Design Knowledge of Artists Formal Elements Year 6 Draw upon their experience of creative work and their research to develop their own starting points for creative outcomes
	Fash Varia	V1	V2	V2	outcome	towards an outcome	No. a. C
Sketchbooks	Nursery and Reception Experiment with mark marking in an exploratory way Nursery Draw with increasing complexity and detail, such as representing a face with a circle and including details using a variety of	Vear 1 Use sketchbooks to explore ideas in an open-ended way	Experiment in sketchbooks, using drawing to record ideas Use sketchbooks to help make decisions about what to try out next	Vear 3 Use sketchbooks for a wider range of purposes, for example recording things using drawing and annotations, planning and taking next steps in a making process Use collage as a means of collecting ideas	Vear 4 Use sketchbooks purposefully to improve understanding, develop ideas and plan for an outcome	Year 5 Confidently use sketchbooks for purposes including recording observations and research, testing materials and work towards an outcome more independently	Vear 6 Use and systematic and independent approach to research, test and develop ideas and plans using sketchbooks





	recording devices, paper, iPad, sand Reception Draw with increasing complexity and detail						
	using a variety of recording devices, paper, ipad, paper rolls that can be kept and returned to to						
	edit and improve						
	Early Years	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Making skills	Nursery Use a range of drawing materials, art application techniques, mixed-media scraps and modelling materials to create child-led art with no set outcome Reception Begin to develop	Develop some control when using a wide range of tools to draw, paint and create crafts and sculptures Make choices about which materials to use to create an effect	Further demonstrate increased control with a greater range of media Make choices about which materials and techniques to use to create an effect Develop observational skills to	Confidently use a range of materials and tools, selecting and using these appropriately with more independence Develop direct observation, for example by using tonal shading and starting to apply an	Demonstrate greater skill and control when drawing and painting to depict forms, such as showing an awareness of proportion and being able to create 3D forms Use growing	Work with a range of media with control in different ways to achieve different effects, including experimenting with the techniques used by other artists Create in a more sustained way, revisiting artwork	Create expressively in their own personal style and in response to their choice of stimulus, showing the ability to develop artwork independently Combine materials and techniques appropriately to fit
	observational skills (for example, using mirrors to include the main features of faces) Cut, thread, join and manipulate materials safely, focussing on process over outcome	Develop observational skills to look more closely Be able to select materials, colours and texture to suit ideas and purposes Explore and analyse a wider variety of ways	look closely and aim to reflect some of the formal elements of art in their work Use hands and tools with confidence when cutting, shaping and joining paper, card and malleable materials	understanding of shape to communicate form Use hands and tools confidently to cut, shape and join materials for a purpose	knowledge of different materials, combining media for effect Apply observational skills, showing a greater awareness of composition and demonstrating the beginnings of an individual style	over time and applying their understanding of tone, texture, line, colour and form Combine a wider range of media, e.g. photography and digital art effects	with ideas Work in a sustained way over several sessions to complete a piece, including working collaboratively on a larger scale and incorporating the formal elements of art





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		to join and fix materials in place			Use more complex techniques to shape and join materials, such as carving and modelling wire		
	Early Years	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	<u>Drawing</u>	<u>Drawing</u>	<u>Drawing</u>	<u>Drawing</u>	<u>Drawing</u>	<u>Drawing</u>	<u>Drawing</u>
	Nursery	Draw different lines	Use and describe	Use and apply more	Use lines and marks	Use lines and marks	Explore the
	Explore mark making	by varying the	more complex lines	complex lines and	to represent texture,	in a creative way that	expressive qualities
	in different surfaces	control and pressure	and marks that might	marks to represent	pattern and light in a	might look more	of line as part of their
	with fingers or sticks		begin to reflect	texture, tone,	creative and	expressive and	iterative process
		Notice 2D shapes	texture	pattern, etc, and	expressive way, e.g.	gestural, e.g. showing	
	Begin to draw simple	within objects and		describe their	using bold, quick	the essence of	Consider the desired
	closed shapes that	how then be used to	Recognise that	qualities, e.g. thick	lines to depict rough	movement or	line quality in their
	could represent	form the 'bones' of a	shapes and marks	and thin	texture or swirling	emotion	artwork and
	objects	drawing	can be refined rather		marks to represent		thoughtfully choose
			than accepting the	Recognise more	swaying grass	Capture the essence	materials and
Methods,	Reception	Draw and combine	first attempt	organic shapes within		of a subject through	techniques to best
techniques,	Drawing	geometric shapes		objects	Represent geometric	lines and marks	achieve this effect
media and	Describe when		Compose more		3D shapes more	rather than precise	
materials	colouring is lighter or	Identify known	complex drawings by	Attempt to draw 3D	accurately and begin	form, e.g.	Further develop
	darker	shapes in objects,	combining shapes	forms using line and	to include organic	communicating	shading techniques
	NA 1 1: 1 1	scenes or images that		shape	forms	emotion or	by creatively
	Make lines and marks	wish to draw	Use shading to show	Diagram to a diagram to a		emphasising certain	selecting and
	on paper, staying within the	Apply more pressure	light and dark areas	Place tonal shading	Use a more diverse	elements of a	combining tools and
	boundaries of the	Apply more pressure when drawing or	Use the same tool to	by experimenting and recognising how	range of marks to convey a subject's	composition	techniques to align with their artistic
		colouring to create a	colour/shade	it can help to show	form	Describe the quality	intentions (Ton
	page	darker tone	different tones by	that a shape has	101111	of lines, including	IIITEIITIOIIS (TOIT
	Painting and Mixed	darker toric	adjusting pressure	form	Combine lines and	identifying the	Find a point in the
	Media	Create an area with a	aajastiiig piessaie	101111	marks to create light	movement conveyed	distance to draw
	Nursery	single, consistent	Develop spatial order	Sketch out an idea or	and dark areas of a	by different lines, e.g.	from (one-point
	,	5g.c, 6511515tc11t	by recognising	composition using	drawing	sweeping lines to	perspective)





Explore paint, using	tone when colouring/	objects in	short, fast, light		suggest a flowing	
hands as a tool	shading	proportional	strokes and 2D	Recognise the impact	motion, sharp to	Scale drawings up or
	o o	relationship to each	shapes	of light on form (e.g.	suggest speed	down while aiming to
Describe colours and	Demonstrate a	other, e.g. flowers		where it hits 3D		keep proportion
textures as they paint	growing spatial	are smaller than	Painting and Mixed	objects and where	Identify qualities and	
, ,	awareness to	people	Media	shadows form)	techniques that	Painting and Mixed
Explore what	represent the	' '	Use simple shapes to	,	resonate and begin	Media
happens when paint	position and size of	Painting and Mixed	scale up a drawing to	Start to depict an	to develop personal	Use sketchbooks to
colours mix	objects	Media	make it bigger	object's form with	style and preferences	research and present
	,	Mix a variety of	30	tonal shading,	, '	information
Make natural	Painting and Mixed	shades of a	Make a cave wall	highlighting the	Refine tonal shading	
painting tools	Media	secondary colour	surface	presence and	to show greater	Develop ideas into a
	Combine primary	,		absence of light	graduations in tone	plan for a final piece
Investigate natural	coloured materials to	Make choices about	Paint on a rough			
materials e.g. paint,	make secondary	amounts of paint to	surface	Create a gradation	Blend to smooth	Make a personal
water for painting	colours	use when mixing a		effect, smoothly	transitions in tone	response to the
		particular colour	Make a negative and	transitioning from		artwork of another
Reception	Mix secondary		positive image	light tones, to mid	Use shading	artist
Explore paint	colours in paint	Match colours seen		tones, to dark tones	techniques such as	
textures, for example		around them	Create a textured		cross hatching, to	Use different
mixing in other	Choose suitable sized		background using	Sketch to plan the	create texture as well	methods to analyse
materials or adding	paint brushes	Create texture using	charcoal and chalk	placement of their	as depth	artwork such as
water		different painting		composition		drama, discussion
	Clean a paintbrush to	tools	Use natural objects	elements for visual	Use sketching to	and questioning
Respond to a range	change colours		to make tools to	effect	experiment with	
of stimuli when		Make textured paper	paint with		ideas, layout and	Sculpture and 3D
painting	Print with objects,	to use in a collage		Draw more	shading	Translate a 2D image
	applying a suitable		Make natural paints	accurately in relative		into a 3D form
Use paint to express	layer of paint to the	Choose and shape	using natural	size/proportion	Consider balance and	
ideas and feelings	printing surface	collage materials e.g.	materials		symmetry /	Manipulate
		cutting, tearing		Recognise whether	asymmetry in	cardboard to create
Explore colours,	Overlap paint to mix		Create different	something is in the	compositions	3D forms (tearing,
patterns and	new colours	Compose a collage,	textures using	foreground or		cutting, folding,
compositions when		arranging and	different parts of a	background of a	Start using size to	bending, ripping)
combining materials	Use blowing to	overlapping pieces	brush	composition and how	develop a	
in collage	create a paint effect	for contrast and		size can show	foreground,	
		effect		distance	midground and	





Sculpture and 3D	Make a paint colour		Use colour mixing to		background in	Manipulate
Nursery	darker or lighter	Add painted detail to	make natural colours	Painting and Mixed	compositions	cardboard to create
Explore the	(creating shades) in	a collage to	make natural colours	Media	Compositions	different textures
properties of clay	different ways e.g.	enhance/improve it	Sculpture and 3D	Mix a tint and a	Painting and Mixed	different textures
properties or clay	adding water, adding	e illiance/illiprove it	Join 2D shapes to	shade by adding	Media	Make visual notes to
Use modelling tools	a lighter colour	Sculpture and 3D	make a 3D form	black or white	Develop a drawing	generate ideas for a
to cut and shape soft	a lighter colour	Smooth and flatten	Illake a 3D IOIIII	DIACK OF WITHLE	into a painting	final piece
materials eg.	Sculpture and 3D	clay	Join larger pieces of	Use tints and shades	into a painting	Titiai piece
playdough, clay	Roll and fold paper	Clay	materials, exploring	of a colour to create	Create a drawing	Translate ideas into
piayuougii, ciay	Non and fold paper	Roll clay into a	what gives 3D shapes	a 3D effect when	using text as lines	sculptural forms
Reception	Cut shapes from	cylinder or ball	stability	painting	and tone	Sculptural forms
Select and arrange	paper and card	Cylinder of ball	Stability	pairiting	and tone	Craft and Design
natural materials to	paper and card	Make different	Shape card in	Apply paint using	Experiment with	Know how different
make 3D artworks	Cut and glue paper to	surface marks in clay	different ways eg.	different techniques	materials and create	materials can be
make 3D altworks	make 3D structures	Surface marks in clay	rolling, folding and	eg. stippling,	different	used to produce
Talk about colour,	make 3D structures	Mix clay slip using	choose the best way	dabbing, washing	backgrounds to draw	photorealistic
shape and texture	Decide the best way	clay and water	to recreate a drawn	uanning, wasning	onto	artwork
and explain their	to glue something	ciay and water	idea	Choose suitable	OHLO	altwork
choices	to glue something	Join two clay pieces	luea	painting tools	Use a photograph as	Know that macro
choices	Create a variety of	· ·	Identify and draw	painting tools	a starting point for a	photography is
Plan ideas for what	shapes in paper, eg	using slip	negative spaces	Arrange objects to	mixed-media artwork	showing a subject as
they would like to	spiral, zig-zag	Make a relief clay	Hegative spaces	create a still life	IIIIXEU-IIIEUIA AITWOIK	larger than it is in real
make	Spiral, zig-zag	sculpture	Plan a sculpture by	composition	Take an interesting	life
IIIake	Make larger	sculpture	drawing	Composition	portrait photograph,	ille
Problem-solve and	structures using	Use hands in	urawing	Plan a painting by	exploring different	Create a
try out solutions	newspaper rolls	different ways as a	Choose materials to	drawing first	angles	photomontage
when using	Hewspaper rolls	tool to manipulate	scale up an idea	urawing mst	aligles	priotomontage
modelling materials	Craft and Design	clay	scale up an idea	Organise painting	Adapt an image to	Create artwork for a
Thoughing materials	Know what materials	Clay	Create different joins	equipment	create a new one	design brief
Develop 3D models	can be cut, knotted,	Use clay tools to	in card eg. slot, tabs,	independently,	create a new one	design brief
by adding colour	threaded or plaited	score clay	_	making choices about	Combine materials to	Use a camera or
by adding colour	threaded or platted	score clay	wrapping	tools and materials	create an effect	tablet for
Craft and Design	Wrap objects/shapes	Craft and Design	Add surface detail to	toois and inaterials	Create an effect	
Nursery	with wool	Separate wool fibres	a sculpture using	Sculpture and 3D	Choose colours to	photography
Explore differences	WILLI WOOL	ready to make felt	colour or texture	Know how different	represent an idea or	Identify the parts of a
when cutting a	Measure a length	ready to make left	coloul of texture	tools can be used to	atmosphere	· '
•	ivieasure a length		Craft and Dasies		aunosphere	camera
variety of materials.			<u>Craft and Design</u>	create different		





		Tie a knot, thread	Lay wool fibres in	Know that layering	sculptural effects and	Develop a final	Take a macro photo,
E	Explore techniques	and plait	opposite directions	materials in opposite	add details and are	composition from	choosing an
	or joining paper and	and plait	to make felt	directions make the	suited for different	sketchbook ideas	interesting
	ard e.g stick, clip,	Join using knots	to make reit	handmade paper	purposes	SKCTCHDOOK Ideas	composition
	ie, tape	Join daing knots	Roll and squeeze the	stronger	purposes	Sculpture and 3D	Composition
	ie, tape	Weave using a	felt to make the	stronger	Use their arm to	Try out ideas on a	Manipulate a
D	Reception	combination of	fibres stick together.	Construct a new	draw 3D objects on a	small scale to assess	photograph using
	nvestigate different	material	Tibles stick together.	paper material using	large scale	their effect	photograph using photo editing tools
	vays of cutting e.g.	Illateriai	Add details to felt by	paper, water and	large scale	then effect	Use drama and props
	traight lines, wavy		twisting small	glue	Join wire to make	Use everyday objects	to recreate imagery
	nes, zig-zags		amounts of wool	giue	shapes by twisting	to form a sculpture	to recreate imagery
""	ries, zig-zags		amounts of woor	Use symbols to	and looping pieces	to form a sculpture	Take a portrait
	follow lines when		Overlap	reflect both literal	together	Transform and	photograph
	utting		cellophane/tissue to	and figurative ideas.	together	manipulate ordinary	priotograph
	utting		create new colours	and figurative lucas.	Create a neat line in	objects into sculpture	Use a grid method to
l Ev	experiment with		create new colours		wire by cutting and	by wrapping,	copy a photograph
	hreading objects,		Apply paint or ink		twisting the end onto	colouring, covering	into a drawing
	olding equipment		using a printing roller		the main piece	and joining them	into a arawing
	teady to do so		using a printing roller		the main piece	and joining them	
	teady to do so		Smooth a printing tile		Use a range of	Try out ideas for	
A	apply craft skills e.g.		evenly to transfer an		materials to make 3D	making a sculpture	
I .	utting, threading,		image		artwork e.g.	interactive	
	olding to make their		Image		manipulate light to	mediative	
	own artworks		Try out a variety of		make shadow	Plan an installation	
			ideas for adapting		sculpture, use	proposal, making	
D	esign something on		prints into 2D or 3D		recycled materials to	choices about light,	
	paper ready to make		artworks		make 3D artwork	sound and display	
	n three dimensions.					, ,	
					Try out different	Craft and Design	
					ways to display a 3D	Know the steps to	
					piece and choose the	make a monoprint	
					most effective	,	
						Know when a roller is	
					Craft and Design	sufficiently inked	
					Know that a mood	•	
					board is a visual		
					collection which aims		





	to convey a general	Make an
	feeling or idea	observational
		drawing of a house
	Know that batik is a	
	traditional fabric	Use shapes and
	decoration technique	measuring as
	that uses hot wax.	methods to draw
		accurate proportions
	Recognise a theme	
	and develop colour	Develop drawings
	palettes using	further to use as a
	selected imagery and	design for print
	drawings	
		Draw an idea in the
	Develop	style of an architect
	observational	that is annotated to
	drawings into shapes	explain key features
	and pattern for	SAPIGITI NO FIGURE S
	design	Draw from different
	acsig.ii	views, such as a front
	Transfer a design	or side elevation
	using a tracing	or side elevation
	method	Interpret an idea in
	method	into a design for a
	Make a repeating	structure
	pattern tile using cut	Structure
	and torn paper	
	shapes	
	Silapes	
	Use glue as an	
	alternative batik	
	technique to create	
	patterns on fabric	
	Use materials, like	
	glue, in different	





	No. 2	Vers 2	No. 2	ways depending on the desired effect Paint on fabric Wash fabric to remove glue to finish a decorative fabric piece.	West 5	No. of G
Evaluating and analysing Early Years Nursery Explain the to an adult Reception Talk about artwork, st they felt we	their own and other's art work own ating what	Explain ideas and opinions about own work and other's art work, giving reasons Begin to talk about how they could improve own work	Year 3 Confidently explain ideas and opinions about own and other's art work, giving reasons Use sketchbooks as part of the problemsolving process and make changes to improve their work	Pear 4 Build a more complex vocabulary when discussing their own and other's art work Evaluate their work more regularly and independently during the planning and making process	Discuss the processes used by themselves and by other artists, and describe the particular outcome achieved Use their knowledge of tools, materials and processes to try alternative solutions and make improvements to their work	Give reasoned evaluations of their own and other's work which takes account of context and intention Independently use their knowledge of tools, materials and processes to try alternative solutions and make improvements to their work

The Formal Elements

	Early Years	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
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Line	Know that drawing tools can be used in a variety of ways to create different lines Know that lines can represent movement in drawings	Know that lines can be used to fill shapes, to make outlines and to add detail or pattern Know that drawing techniques such as hatching, scribbling, stippling and blending can make patterns	Know that different drawing tools can create different types of lines	Know that lines can be lighter or darker, or thicker or thinner and that this can add expression or movement to a drawing	Know that lines can be used by artists to control what the viewer looks at within a composition e.g. by using diagonal lines to draw your eye into the centre of a drawing	Know how line is used beyond drawing and be applied to other art forms
Shape	Know that a pattern is a design in which shapes, colours or lines are repeated	Know that shapes can be geometric if they have mostly straight lines and angles Know that shapes can be organic (natural) or irregular Know that patterns can be made using shapes Know that collage materials can be shaped to represent shapes in an image	Know that artists can focus on shapes when making abstract art Know that pattern can be man-made or natural	Know that symmetry can be used to create repeating patterns Know that patterns can be irregular, and change in ways you wouldn't expect Know that the starting point for a repeating pattern is called a motif, and a motif can be arranged in different ways to make varied patterns Know how to use basic shapes to form more complex shapes and patterns	Know that artists create patterns to add expressive detail to art work Know that silhouette is a shape filled with a solid flat colour that represents an object	Know that pattern can be created in many different ways e.g. in the rhythm of brushstrokes in a painting or in repeated shapes within a composition





	Nursery	Know that the primary	Know that different	Know that	Know that artists use	Know that colours can
	Explore colour and	colours are red, yellow	amounts of paint and	complementary	colour to create an	be symbolic and have
	colour-mixing	and blue	water can be used to	colours appear	atmosphere or to	meanings that vary
			mix hues of secondary	opposite each other	represent feelings in	according to your
	Reception	Know that primary	colours	on the colour wheel,	an artwork	culture or background
	Know that colours can	colours can be mixed		and when placed next		
	be mixed.	to make secondary	Know that colours can	to each other, a strong		
Colour		colours	be mixed to match	contrast or clash is		
0			real life objects or to	created		
			create things from			
			your imagination	Know that paint		
				colours can be mixed		
			Know that colour can	using natural		
			be used to show how	substances, and that		
			it feels to be in a	prehistoric people		
			particular place	used these paints		





Texture	r s k r c	Know that texture means what something feels like Know that different marks can be used to represent the texture of objects Know that different drawing tools make different marks	Know that surface rubbings can be used to add and make patterns Know that patterns can be used to add detail to artwork Know that collage materials can be chosen to represent real-life textures Know that collage materials can be overlapped and overlaid to add texture Know that painting tools can create varied textures in paint	Know that texture in an artwork can be real or a surface can be made to appear textured, as in a drawing using shading to recreate a fluffy object	Know how to use texture more purposely to achieve a specific effect or to replicate a natural surface	Know how to create texture on different materials	Know that applying thick layers of paint to a surface is called impasto, and is used by artists such as Claude Monet to describe texture
Space			Know that composition means how things are arranged on the page	Know that negative shapes show the space around and between objects			Know how an understanding of shape and space can support creating effective composition





Value	m K to sl	Know that tone in art means light and dark Know that we can add one to a drawing by chading and filling a chape	know that shading helps make drawn objects look more three dimensional Know that different pencil grades make different tones	Know some basic rules for shading when drawing Know that shading is used to create different tones in an artwork and can include hatching, cross-hatching, scribbling and stippling	Know that using lighter and darker tints and shades of colour can create a 3D effect Know that tone can be used to create contrast in artwork Know that adding black to a colour creates a shade Know that adding white to a colour creates a tint	Know that tone can help show the foreground and background in artwork.	Know that chiaroscuro means light and dark and is a term used to describe high-contrast images Know that a monochromatic artwork uses tints and shades of just one colour
Form	d co K b a K co to	Know that three- dimensional art is called sculpture Know that paper can be shaped by cutting and folding it Know that we can change paper from 2D o 3D by folding, colling and scrunching t	Know that pieces of clay can be joined using the 'scratch and slip' technique Know that a clay surface can be decorated by pressing into it or by joining pieces on	Know that three dimensional forms are either organic (natural) or geometric Know that organic forms can be abstract	Know that simple structures can be made stronger by adding layers, folding and rolling	Know that an art installation is often a room or environment in which the viewer 'experiences' the art all around them Know that the size and scale of three-dimensional art work changes the effect of the piece	Know that the surface textures created by different materials can help suggest fm in two-dimensional artwork





Knowledge of Artists – Exposure Across the Curriculum

	Early Years	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Knowledge of Artists	Nursery Explore different materials freely, to develop their ideas about what they like and don't like Reception Enjoy looking at and talking about art	Describe similarities and differences between practices in art and design and link these to their own work	Talk about art they have seen using some appropriate subject vocabulary Be able to make links between some pieces of art	Use subject vocabulary to describe and compare creative works Use own experiences to explain how art works may have been made	Use subject vocabulary confidently to describe and compare creative works Use their own experiences of techniques and making processes to explain how art works may have been made	Research and discuss the ideas and approaches of artists across a variety of disciplines, being able to describe how the cultural and historical context may have influenced their creative work	Describe, interpret and evaluate the work, ideas and processes used by artists across a variety of disciplines, being able to describe how the cultural and historical context may have influenced their creative work
Autumn		Bridget Riley Zaria Forman Wassily Kandinsky Reneta Bernal Ilya Bolotowsky	Quentin Blake Maurice Sendak	Drawings of the Chauvet Cave	Ed Ruscha 'Eye' Georges Seurat 'The Black Bow' Alberto Giacometti 'Man Pointing' Fernando Botero 'Dancing in Columbia' Henri Matisse 'The Circus' Henry Moore 'The Artist's Hand V'	Chila Jumari Singh Burman Vincent Van Gogh Njideka Akunyili Crosby 'The Beautyful Ones'	David Hockney Paula Rego John Singer Sargent Fiona Rae Lubaina Himid
Spring		Judith Scott Cecilia Vicuna	Romare Bearden	Ruth Asawa Anthony Caro (Joan Miro) (Barbara Hepworth) (Alberto Giacometti) (Henry Moore)	Audrey Flack Clara Peeters	Cai Guo-Qiang	Derek O Boateng Chuck Close Albrecht Durer Hannah Hoch Graham Holland Edvard Munch Chris Plowman Edward Weston





	Jasper Johns	Ranti Bam	Max Ernst	Ruth Daniels	Teis Albers	Diego Rivera
C	Clarice Cliff	Rachel Whiteread	Georgia O'Keeffe	Senaka Senanayake		Dan Fenelon
Summer				William Morris		
				Megan Carter		

Trips, Visits & Experiences

Early Years	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	As part of their Spring unit, Year 1 children will be visited by an artist whose discipline is something other than painting or drawing. They will have the opportunity to hear about how the artist works, see examples and ask questions.		(Buckingham Arts for All)	own. Each year there is a e required to select 10		

Summer 2025 Lace Hill will hold a whole school art exhibition showcasing the work of <u>all</u> pupils from throughout the year. Each child will have at least one piece of artwork on display. Each year group's Autumn, Spring and Summer units will be represented in the exhibition as well as any other art experiences that have taken place that year.