

Curriculum content

Please also see **Curriculum Overview Map**

Key stage 1

Pupils should be taught:

- 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 stage 2

Pupils should be taught

- 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]
- about great artists, architects and designers in history

Progression of Skills

- **Generating ideas** – encouraging autonomy; developing creativity; generating original ideas through experimentation.
- **Making skills** – becoming familiar with the formal elements of art; developing practical knowledge of a variety of media and materials; exploring and testing out different creative methods, tools and techniques.
- **Evaluating and analysing** – discussing art using appropriate language to analyse a creative work; considering how art is studied, discussed and judged; examining what art is and why people make it.
- **Knowledge of artists** – exploring traditional and contemporary artists, craft-makers and designers from diverse communities; studying the materials, processes and meanings of these artists.
- **Using sketchbooks** – documenting and trying out different ideas and media; evaluating and evolving the children's artwork.

Progression of vocabulary

Core Elements

- **Line:** Straight, curved, thick, thin, zig-zag
- **Colour:** Primary, secondary, complementary, analogous, warm, cool, hue
- **Shape:** 2D shapes, geometric, organic, 3D
- **Form:** Sphere, cube, pyramid, 3D shapes
- **Texture:** How a surface looks and feels (e.g., rough, smooth, bumpy, soft, hard)
- **Tone:** Light, dark, shade, shadow
- **Space:** Foreground, background, arrangement

Techniques and Processes

- **Drawing:** Sketch, draw, smudge, blend, grip, mark-making
- **Painting:** Brush, finger painting, mix, dip, paint, watercolour
- **Sculpture:** Build, make, stack, join, glue, stick, carving
- **Printing:** Print, pattern, mono-print
- **Collage:** Cut, tear, stick, composition

Concepts and Styles

- **Composition:** Arrangement of elements, foreground, middle ground, background
- **Abstract:** Non-representational or simplified forms
- **Realistic:** Accurate representation of a subject
- **Expression:** How art communicates emotion or mood
- **Perspective:** How to create a sense of depth
- **Symmetry:** Balance and proportion
- **Contemporary:** Art from the present day
- **Aesthetic:** Principles of beauty in art

Tools and Materials

- **Drawing tools:** Pencil, charcoal, chalk, pastels
- **Painting tools:** Brushes, cotton buds, palette
- **Sculpting tools:** Sculptor, chisel
- **General:** Scissors, glue, paper