



Key Stage	Year Group	Drawing (pencils, charcoal, inks, chalk, pastels, Computing software)	Painting Ready mix paint, variety of brushes, rollers, string, natural objects, card, PVA glue, colour palettes	Sculpture Modelling media: Clay. Dough, Plasticine, boxes, wire, mod roc, paper, card. etc.	Known Artists and designers
Key Stage 1	1	<p>I can draw using a pencil.</p> <p>I can drawing lines of different thickness using two different grades of pencil.</p> <p>I can take a line for a walk-Paul Klee</p> <p>I can explore different textures using a variety of tools.</p> <p>I can observe and draw patterns using a variety of tools to draw landscapes.</p> <p>I can observe and draw people's faces and bodies using a variety of tools.</p> <p>I can explore how to create different moods when drawing using a variety of different tools.</p>	<p>I can use thick and fine brushes to create effect.</p> <p>I can apply colour with a range of tools to make marks of different kinds.</p> <p>I can name all the colours</p> <p>I can mix colours.</p> <p>I can experiment with the thickness and texture of paint by adding substances (E.G. PVA glue, sand)</p> <p>I can use ready mix paints</p> <p>I can begin to group collections of colours.</p> <p>I can design and print a repeated pattern using paint.</p> <p>I can paint a picture of what I can see.</p> <p>I can create a mood with paints.</p> <p>I can use stencils to create an effect.</p> <p>I can use 2 Simple stop frame animation.(Computing T6)</p> <p>I can explore how to create different moods when Painting, using a variety of different tools.</p>	<p>I can use a variety of materials to construct 3D known objects.</p> <p>I can construct objects for a purpose.</p> <p>I can create shape and pattern by carving</p> <p>I can cut, roll and coil using a modelling media(playdough, plasticine, clay, model magic)</p> <p>I can make simple joins.</p> <p>I can use simple tools to cut, mark and add texture to materials.</p>	<p>I can say what I like / dislike in the work of an artist/ craftmaker/ designer.</p>

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Key Stage 1	2	<p>I can draw using pencils of 3 different grades (4B,BB,HB) to experiment with on different surfaces.</p> <p>I can experiment with blending using blending stumps.</p> <p>I can show pattern and texture in my drawing using a variety of tools to draw landscapes.</p> <p>I can create light and dark tones when drawing with different tools. (e.g. charcoal, chalk, pencil)</p> <p>I can explore the use of shadows when drawing. (charcoal, chalk, pencil)</p> <p>I can make quick sketches to record my observations.</p>	<p>I can begin to mix paint to create secondary colours.</p> <p>I can name primary and secondary colours.</p> <p>I can use thick and fine brushes and other tools to create effect.</p> <p>I can apply colour with a range of tools to make marks of different kinds.</p> <p>I can design and create my own mono prints by pressing, rolling, rubbing and stamping.</p> <p>I can experiment to make as many tones of one colour as possible-using white paint.</p> <p>I can paint a landscape using limited colours and textures.</p> <p>I can use computing generated software to work in the style of Eduardo Paolozzi focussing on shape, colour and pattern.(Computing T6)</p> <p>I can paint from observation using my quick sketches as a starting point.</p>	<p>I can use clay to make a pot .</p> <p>I can express my own experiences and ideas through sculpture.</p> <p>I can use tools to create lines, texture and shape in my work.</p> <p>I can shape and form malleable materials from direct observation.</p> <p>I can replicate patterns and textures in a 3D form using malleable and rigid materials.</p> <p>I can talk about the work of a sculptor.</p>	<p>I can say how artists have used pattern, colour and shape.</p>

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Key stage 2	3	<p>I can experiment with different pencils to see what they can do.</p> <p>I can use blending stumps to begin to create form.</p> <p>I can draw using close observation skills using a variety of tools to draw with.</p> <p>I can make quick sketches to record my observations.</p> <p>I can use my initial sketches as a preparation for painting.</p> <p>I can draw peoples' faces with increasing accuracy of proportion and placement using a variety of tools to draw with.</p> <p>I am beginning to show facial expressions in my drawings.</p>	<p>I can colour mix primary/ secondary colours with accuracy.</p> <p>I can overlap prints of at least two colours.</p> <p>I know where each colour sits on a colour wheel.</p> <p>I can apply colour using different techniques (e.g. dotting, scratching, splashing)</p> <p>I can create a background colour using a wash/ watercolour.</p> <p>I can use colour effectively on a large scale.(e.g. class frieze, landscape)</p> <p>I can use a wide range of brushes to apply colour.</p> <p>I can use my sketches of different subjects to help produce the final painting.</p> <p>I can make evaluation notes in my sketchbook.</p> <p>I can edit my photography</p> <p>I can edit my photography using computer software in the style of Andreas Gursky. (Computing T6)</p>	<p>I can shape, form, and construct using malleable and rigid materials.</p> <p>I can understand different adhesives and methods of construction.</p> <p>I can use paper to sculpt with adding texture and 3d form.</p>	<p>I can compare the work of different artists.</p> <p>I can say what effect the work of artists and designers have on me.</p> <p>I can explore work from other times and/ or cultures</p>

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Key stage 2	4	<p>I can identify and draw the effect of light on something.</p> <p>I can draw facial and body language in sketches.</p> <p>I can draw whole people accurately including proportion and placement.</p> <p>I can draw from life with scale and proportion.</p> <p>I can blend using blending stumps to create 3D shape of simple objects.</p> <p>I can draw simple objects and use marks and lines to produce the impression of texture.</p> <p>I can experiment with scale when drawing using a variety of scales.</p>	<p>I can accurately match and colour mix, tint, tone and shade.</p> <p>I use colour to reflect mood, feeling and movement.</p> <p>I can use a range of brushes to paint in the style of pointillism.</p> <p>I can create my own relief prints.</p> <p>I can add over time at least 4 colours to the relief tile.</p> <p>I can experiment with different styles which artists have used.</p> <p>I can improve on my original ideas and keep notes about the purpose of my work.</p> <p>I can talk about art from other periods of history.</p> <p>I can apply watercolour paint effectively.</p> <p>I can edit my photography using computer software in the style of Darren Rowse (Computing T6)</p>	<p>I can experiment and combine materials and processes to design and make a 3D form.</p> <p>I can create moulds by using model magic or own silicone mould materials.</p>	<p>I can talk about the impact of artists and say what I think the artist is trying to express in their art.</p>

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Key stage 2	5	<p>I can explore the effects created with ink.</p> <p>I can use Indian ink and ink pens to draw, creating texture, light and shade.</p> <p>I can identify and draw the effect of light on something from different directions.</p> <p>I can experiment with creating the texture of different surfaces.</p> <p>I can produce increasingly accurate drawings of people in different positions and in movement showing correct proportion and placement.</p> <p>I can start to show some perspective in my drawings.</p> <p>I can explain why I have used a particular material to draw with.</p>	<p>I can express myself and emotions accurately through paint.</p> <p>I can paint in the style of an artist.</p> <p>I can use a wide range of painting techniques</p> <p>I can experiment with different paints/ colours in styles of different artists.</p> <p>I can use different textures through screen print (e.g. corrugated card, bubble wrap, sandpaper, torn paper)</p> <p>I can overprint using different colours using a screen print.</p> <p>I can design 3D buildings using computer generated software (Sketch Up, Computing T6))</p> <p>My sketchbook shows notes as to how I developed my work including graphics and text.</p>	<p>I can experiment and combine materials and processes to design and make a 3D form.</p> <p>I can use wire sculptures using other materials e.g. mod roc, clay, junk modelling.</p>	<p>I can relate art/ artists to different periods in history.</p> <p>I can research the work of artists by looking at their work in books, the internet, art galleries etc.</p>

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Key stage 2	6	<p>I can interpret the texture of a surface choosing suitable tools and techniques to convey this.</p> <p>I can show the effect of light on people and objects from different directions using a variety of tools.</p> <p>I can produce increasingly accurate drawings of people reflecting shape, proportion, expression, placement in a still position and in movement.</p> <p>I am understanding the concept of perspective.</p> <p>My sketches communicate emotions.</p> <p>I can explain why I have chosen specific effects.</p> <p>I can use coloured drawing inks and ink pens to draw, creating texture, light and shade.</p>	<p>I can express emotions accurately through paint.</p> <p>I can paint in the style of an artist.</p> <p>I can use a wide range of painting techniques.</p> <p>I can design 3D buildings using computer generated software (Sketch Up, Computing T6))</p> <p>I can create my own prints building up an image.(stencil/ screen prints)</p> <p>My sketchbook combines graphics and text based research for commercial design (e.g. magazines)</p>	<p>I can manipulate, shape and join clay well to make an effective sculpture.</p> <p>I can experiment and combine materials and processes to design and make a 3D form.</p> <p>I can create work which is open to interpretation.</p>	<p>I can talk about an artist/ architect/ designer and how they might have influenced my work.</p> <p>I can research the work of artists by looking at their work in books, the internet, art galleries etc.</p>