	Autumn 1	Autumn2	Spring 1	Spring 2	Summer 1	Summer 2	Exploring and developing ideas
Y1	All about me — self portraits Drawing — To become proficient in drawing techniques.  To use drawing to develop and share their ideas, experiences and imagination draw lines of varying thickness; - use dots and lines to demonstrate pattern and texture;  Key vocabulary: portrait, self-portrait, line drawing, detail, landscape, cityscape, building, pastels, drawings, line, bold, size, space.	Making a toy: Textiles/materials  Using Design, Make & Evaluate targets  To become proficient in other art, craft and design techniques.  Key vocabulary textiles, fabric, weaving, woven, placemat, loom, alternate, over, under, decoration, decorative, batik dye, dye, wax,	Upcycling - Make a castle Sculpture/3D art: To develop sculpting techniques. To use sculpture to develop and share their ideas, experiences and imagination.  - use a variety of natural, recycled and manufactured materials for sculpting  - use a variety of techniques, e.g. rolling, cutting, pinching;  - use a variety of shapes, including lines and texture; Key vocabulary: sculpture, statue, model, work, work of art, 3D, land art, sculptor, carving, sculpture, installation, shapes, materials, pyramid, abstract, geometric.	Pop Art Printing To become proficient in other art, craft and design techniques – printing. To develop a wide range of art and design techniques in using colour and texture.  - copy an original print; - use a variety of materials, e.g. sponges, fruit, blocks;  - demonstrate a range of techniques, e.g. rolling, pressing, stamping and rubbing;  Key vocabulary: colour, shape, printing, printmaking, woodcut, relief printing, objects.	Lowry Painting To develop painting techniques. To use painting to develop and share their ideas, experiences and imagination name the primary and secondary colours; - experiment with different brushes (including brushstrokes) and other painting tools; - mix primary colours to make secondary colours; - add white and black to alter tints and shades;  Key vocabulary: primary colours, secondary colours, neutral colours, tints, shades, warm colours, cool colours, watercolour wash, sweep,	Designing moving vehicles: Wheels + winding mechanism  Using Design, Make & Evaluate targets	KS1 To produce creative work, exploring their ideas and recording their experiences.  - To respond positively to ideas and starting points - Explore ideas and collect information - Try different materials and methods to improve
Y2	Design Fruit Kebabs Cooking and nutrition *Use the basic principles of a healthy and varied diet to prepare dishes * Understand where food comes from.  Using Design, Make & Evaluate targets	Painting To develop painting techniques. To use painting to develop and share their ideas, experiences and imagination name the primary and secondary colours; - experiment with different brushes (including brushstrokes) and other painting tools; - mix primary colours to make secondary colours; - add white and black to alter tints and shades;  Key vocabulary: primary colours, secondary colours, neutral colours,	Plants/Materials: Sculpture To develop sculpting techniques. To use sculpture to develop and share their ideas, experiences and imagination.  - use a variety of natural, recycled and manufactured materials for sculpting, e.g. clay, straw and card;  - use a variety of techniques, e.g. rolling, cutting, pinching;  - use a variety of shapes, including lines and texture;  Key vocabulary: sculpture, statue, model, work, work of art, 3D, land	Jackson Pollock, Andy Warhol  Design a Bridge: Levers: construction/mechanisms:  Using Design, Make & Evaluate targets	Africa: collage To become proficient in other art, craft and design techniques – collage. To develop a wide range of art and design techniques in using texture, line, shape, form and space.  - use a combination of materials that have been cut, torn and glued; - sort and arrange materials; - add texture by mixing materials;  Key vocabulary: collage, squares, gaps, mosaic, features, cut, place,	Drawing To become proficient in drawing techniques. To use drawing to develop and share their ideas, experiences and imagination draw lines of varying thickness; - use dots and lines to demonstrate pattern and texture; - use different materials to draw, for example pastels, chalk, felt tips;  Key vocabulary: portrait, self-portrait, line drawing, detail,	Key vocabulary: work, work of art, idea, starting point, observe, focus, design, improve
		tints, shades, warm colours, cool colours, watercolour wash, sweep, dab, bold brushstroke, acrylic paint.  Tamara de Lempicka, Georgia O'Keeffe, Tarsila do Amaral	art, sculptor, carving, sculpture, installation, shapes, materials, pyramid, abstract, geometric.  Augusta Savage, Barbara Hepworth	Zaha Hadid, Julia Morgan	gaps, mosaic, reatures, cut, piace, arrange.	landscape, cityscape, building, pastels, drawings, line, bold, size, space.	

Y3	Beach features:  collage To improve their mastery of art and design techniques with a range of materials — collage.  - select colours and materials to create effect, giving reasons for their choices; - refine work as they go to ensure precision; - learn and practise a variety of techniques, e.g. overlapping, tessellation, mosaic and montage;  Key vocabulary: texture, shape, form, pattern, mosaic.	To become proficient in drawing techniques.  To improve their mastery of art and design techniques, including drawing, with a range of materials.  - experiment with showing line, tone and texture with different hardness of pencils; - use shading to show light and shadow effects; - use different materials to draw, e.g. pastels, chalk, felt tips; - show an awareness of space when drawing;  Key vocabulary: portrait, light, dark, tone, shadow, line, pattern, texture, form, shape, tone, outline.	sculpture To become proficient in sculpting techniques. To improve their mastery of art and design techniques, including sculpting with a range of materials.  - cut, make and combine shapes to create recognisable forms;  - use clay and other malleable materials and practise joining techniques;  - add materials to the sculpture to create detail;  Key vocabulary: rectangular, concrete, terrace, architect, 2D shape, brim, peak, buckle, edging, trimmings, shape, form, shadow, light, marionette puppet.	Design a box for Alice in Wonderland: Hinges Using Design, Make & Evaluate framework  Painting To become proficient in painting techniques.  To improve their mastery of art and design techniques, including painting with a range of materials.  - use varied brush techniques to create shapes, textures, patterns and lines;  - mix colours effectively using the correct language, e.g. tint, shade, primary and secondary;  - create different textures and effects with paint;  Key vocabulary: colour, foreground, middle ground, background, abstract, emotion, warm, blend, mix, line, tone, fresco.	Design a pouch for Brigg: Textiles/materials Using Design, Make & Evaluate framework  To improve their mastery of art and design techniques with a range of materials — textiles.  - select appropriate materials, giving reasons; - use a variety of techniques, e.g. printing, dyeing, weaving and stitching to create different textural effects; - develop skills in stitching, cutting and joining;  Key vocabulary: pattern, line, texture, colour, shape, stuffing, turn, thread, needle, textiles, decoration.	printing To improve their mastery of art and design techniques with a range of materials – printing.  - use more than one colour to layer in a print;  - replicate patterns from observations;  - make printing blocks;  - make repeated patterns with precision;  Key vocabulary: line, pattern, texture, colour, shape, block printing ink, polystyrene printing tiles, inking rollers.	Pupils are taught to develop their techniques with creativity, experimentation and an increasing awareness of various types of art, craft and design  To create sketchbooks to record their observations and use them to review and revisit ideas.  - Use sketchbooks to record ideas  - Explore ideas from first-hand observations  - Adapt and refine ideas.  - Question and make observations about
	Hannah Hoch,		Ruth Asawa	Lewis Carroll, Yayoi Kusama, Amrita Sher-Gil, Alma Thomas	William Morris, Dorothy Liebes, Jeanne Paquin	Elizabeth Catlett, Rosa Bonheur,	starting points and respond positively to
Y4	Drawing To become proficient in drawing techniques. To improve their mastery of art and design techniques, including drawing, with a range of materials.  - experiment with showing line, tone and texture with different hardness of pencils; - use shading to show light and shadow effects; - use different materials to draw, e.g. pastels, chalk, felt tips; - show an awareness of space when drawing;  Key vocabulary: portrait, light, dark, tone, shadow, line, pattern, texture, form, shape, tone, outline.	Ancient Egyptian- Pyramids and amulets: sculpture To become proficient in sculpting techniques. To improve their mastery of art and design techniques, including sculpting with a range of materials.  - cut, make and combine shapes to create recognisable forms; - use clay and other malleable materials and practise joining techniques; - add materials to the sculpture to create detail;  Key vocabulary: rectangular, concrete, terrace, architect, 2D shape, brim, peak, buckle, edging, trimmings, shape, form, shadow, light, marionette puppet.  Nampeyo	Food from around the world To learn how to prepare a dish from another country and design our own  Using Design, Make & Evaluate framework  • understand and apply the principles of a healthy and varied diet;  • prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques;  • understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.	Blitz Perspective paintings  To become proficient in painting techniques.  To improve their mastery of art and design techniques, including painting with a range of materials.  - use varied brush techniques to create shapes, textures, patterns and lines;  - mix colours effectively using the correct language, e.g. tint, shade, primary and secondary;  - create different textures and effects with paint;  Key vocabulary: colour, foreground, middle ground, background, abstract, emotion, warm, blend, mix, line, tone, fresco.	To design and create a product using pulley, gears and winding mechanism.  Using Design, Make & Evaluate framework  Norma Sklarek	collage To improve their mastery of art and design techniques with a range of materials — collage.  - select colours and materials to create effect, giving reasons for their choices; - refine work as they go to ensure precision; - learn and practise a variety of techniques, e.g. overlapping, tessellation, mosaic and montage;  Key vocabulary: texture, shape, form, pattern, mosaic.	suggestions Key vocabulary: line, pattern, texture, form, record, detail, question, observe, refine, shade

Y5	Mayan Printing To improve their mastery of art and design techniques with a range of materials — printing.  - design and create printing blocks/tiles;  - develop techniques in mono, block and relief printing;  - create and arrange accurate patterns;  Key vocabulary: Hapa-Zome, hammering, pattern, shape, tile, colour, arrange, collograph;	French Café food Using Design, Make & Evaluate framework  • understand and apply the principles of a healthy and varied diet;  • prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques; understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.	Sculpture To become proficient in sculpting techniques. To improve their mastery of art and design techniques, including sculpting with a range of materials.  - plan and design a sculpture;  - use tools and materials to carve, add shape, add texture and pattern;  - develop cutting and joining skills, e.g. using wire, coils, slabs and slips;  - use materials other than clay to create a 3D sculpture;  - Key vocabulary: form, structure,	Hydraulic Viking head: construction and pulleys  Using Design, Make & Evaluate framework	Painting To become proficient in painting techniques. To improve their mastery of art and design techniques, including painting with a range of materials.  - create a colour palette, demonstrating mixing techniques;  - use a range of paint (acrylic, oil paints, water colours) to create visually interesting pieces;  Key vocabulary: blend, mix, line, tone, shape, abstract, absorb, colour, impressionism, impressionists.	Drawing To become proficient in drawing techniques. To improve their mastery of art and design techniques, including drawing, with a range of materials.  - use a variety of techniques to add effects, e.g. shadows, reflection, hatching and cross-hatching;  - depict movement and perspective in drawings;  - use a variety of tools and select the most appropriate;  - key vocabulary: line, texture, pattern, form, shape, tone, smudge, blend, mark, hard, soft, light, heavy, mural, fresco, portrait, graffiti.	pupils are taught to develop their techniques with creativity, experimentation and an increasing awareness of various kinds of art, craft and design.  To create sketchbooks to record their observations and use them to review and revisit ideas.  Review and revisit ideas in their
	Thelma Johnson Streat, Nampeyo		texture, shape, mark, soft, join, tram, cast.				sketchbooks - Offer feedback
Y6	Painting To become proficient in painting techniques.  To improve their mastery of art and design techniques, including painting with a range of materials.  - create a colour palette, demonstrating mixing techniques;  - use a range of paint (acrylic, oil paints, water colours) to create visually interesting pieces;  Key vocabulary: blend, mix, line, tone, shape, abstract, absorb, colour, impressionism, impressionists.	Design a fairground ride: electronics and mechanics  Using Design, Make & Evaluate framework	Collage To improve their mastery of art and design techniques with a range of materials – collage.  - add collage to a painted or printed background; - create and arrange accurate patterns; - use a range of mixed media; - plan and design a collage;  Key vocabulary: shape, form, arrange, fix.	Drawing To become proficient in drawing techniques. To improve their mastery of art and design techniques, including drawing, with a range of materials.  - use a variety of techniques to add effects, e.g. shadows, reflection, hatching and cross-hatching;  - depict movement and perspective in drawings;  - use a variety of tools and select the most appropriate;  - key vocabulary: line, texture, pattern, form, shape, tone, smudge, blend, mark, hard, soft, light, heavy, mural, fresco, portrait, graffiti.	Design a produce that uses Textiles and Materials. Focusing on purpose and decoration techniques  To improve their mastery of art and design techniques with a range of materials – textiles.  - experiment with a range of media by overlapping and layering in order to create texture, effect and colours  - add decoration to create effect;  Key vocabulary: colour, fabric, weave, pattern.	Sculpture To become proficient in sculpting techniques. To improve their mastery of art and design techniques, including sculpting with a range of materials.  - plan and design a sculpture;  - use tools and materials to carve, add shape, add texture and pattern;  - develop cutting and joining skills, e.g. using wire, coils, slabs and slips;  - use materials other than clay to create a 3D sculpture;  - Key vocabulary: form, structure, texture, shape, mark, soft, join, tram, cast.	using technical vocabulary - Critically think about their art and design work - Use digital technology as a source for developing ideas Key vocabulary: sketchbook, develop, refine, shade, texture, shape, form, pattern, structure.
	Frida Kahlo				Faith Ringgold, Harriet Powers, Vivienne Westwood		

Art + D&T:	KS1	LKS2	UKS2	
To take	To understand the work of a range of	To learn about great artists, architects	To learn about great artists, architects	
inspiration	artists, craft makers and designers,	and designers in history.	and designers in history.	
from the	describing the similarities and differences	<ul> <li>Use inspiration from famous artists</li> </ul>	<ul> <li>Give detailed observations about</li> </ul>	
greats	between different practices and	to replicate a piece of work	notable artists', artisans' and	
(classic,	disciplines, and making links to their	<ul> <li>Reflect upon their work which has</li> </ul>	designers' work	
modern	work.	been inspired by a famous notable	<ul> <li>Offer facts about these notable</li> </ul>	
and	<ul> <li>To describe the work of notable</li> </ul>	artist	artists/artisans/designers	
inventors)	artists and designers	<ul> <li>Express opinion on the work of</li> </ul>	-	
	- Express their opinion	famous, notable artists referring to		
	<ul> <li>Use to inspire their own work.</li> </ul>	techniques and effects		