



### National Curriculum

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.

### Drawing

### Sculpture

### Printing

Exploring  
and  
Developing  
Ideas  
Key Artists

Select and record from first hand observation, experience and imagination, and explore ideas for different purposes. Question and make thoughtful observations about starting points and select ideas to use in their work.  
 Explore the roles and purposes of artists, craftspeople and designers working in different times and cultures

Skills

#### Sketch Books

- Use sketchbooks for planning and refining ideas.
- Record ideas for materials and composition
- Develop skill and technique using various media in sketchbooks.

#### Lines and Marks

- Know the relationship between shading codes on pencils and the marks they produce.

#### Form and Shape

- Use shading to show an awareness of objects having a third dimension.

#### Tone

- Apply tone using techniques such as cross hatching/dots

#### Texture

- Create textures using a wide range of drawing implements.

- Plan, design and make models from observations or imagination. Join clay adequately,
- Create surface patterns and textures in a malleable material.

- Create printing blocks using a relief or impressed method.
- Create repeating patterns.
- Print with two colour overlays

Evaluating &  
Developing  
Work

Use their own and others' opinions of their work to identify how to improve  
 Build a more complex vocabulary when discussing art

Art Days

Painting

Collage