



The National Curriculum for Art and Design aims to ensure that all pupils: produce creative work, exploring their ideas and recording their experiences become proficient in drawing, painting, sculpture and other art, craft and design techniques evaluate and analyse creative works using the language of art, craft and design know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms.

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. Pupils should be taught: 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.

·	Topic 1	Topic 2	Topic 3
Topic	Painting (opaque and translucent)	Sculpture (3D, ceramics, relief)	Drawing and pastels
Relevant area of Programme of study	Create sketch books to record their observations and use them to review and revisit ideas Taught to increase their proficiency in the handling of different materials Introduced to different techniques and types of brushes - and know what each is useful for.	Create sketch books to record their observations and use them to review and revisit ideas Taught to increase their proficiency in the handling of different materials Consider the impact/purpose of sculpture	Create sketch books to record their observations and use them to review and revisit ideas Taught to increase their proficiency in the handling of different materials Taught to use a range of techniques and media Introduced to different ways of drawing, how different drawing tools make different marks
Vocabulary	Sketchbook	Sketchbook	Sketchbook
	Planning	Purpose	Line
	Order	Planning	Varied lines (thickness)





	Sketching	Design	Tone
	Background	Size	Shading
	Foreground	Decoration	Still life
	Washes	Surface	Drawing stance
	Graded tone	Evaluation	Whole arm
	Wet on wet	Ceramics :-	Pressure
	Wet on dry	Coils	Pencil grades (HB, H, B)
		base	Pencil:- line, cross hatch, graded shading
		rim	Pastels:- line, stipple, shading, smudging,
		surface	cross hatching
		incise	Background
			Foreground
			Colour blending
			Monochrome
			Evaluation
Key Knowledge	Experiment with the painting medium	Sculpture	Experiment with using different drawing
	(bottled, pre-mixed paint or	Sculpture can be made using different	tools (pencils of varying thickness and
	watercolour paint)	materials (e.g. clay, junk modelling)	softness, pastels either chalk or oil).
		It can be very small or very large	
	The bottled pre-mixed paint will cover		Understand that body position and
	the paper background or other paint	Consider different ways to join the parts	stance is important. Using the whole
	with no show through.	(glue gun, sellotape)	arm, not just the wrist.
	Watercolour paint is see-through and		
	uses the white of the paper as white. To	Clay	Observational drawing
	make a colour lighter increase the water	Clay can be used to make sculpture or	Look carefully and think about what is
	(e.g. black to grey is created by adding	functional containers	close to you and what is far away.
	water)		Use lots of light lines and let your eye
		Use different building techniques	help you decide which line to firm up.
	Teach different techniques:-	Pinch or coiling	
	Wet on wet	Join parts using dampening, surface	
	Drop the wet watercolour paint onto a	roughing or pinching together.	
	wet paper surface. The pigment will		
	flood/diffuse across the wet area.		





	Wet on dry	Clay can be left to dry and then be	
	Use wet watercolour paint on dry	painted	
	paper. This will create a controlled area	Some clays are suitable for firing in a	
	of pigment.	kiln (this will need to be sent away to a	
		pottery specialist)	
	Topic 4	Topic 5	Topic 6
Topic	Printing	Critical studies	
Relevant area of			
Programme of study	Create sketch books to record their	Create sketch books to record their	
	observations and use them to review	observations and use them to review	
	and revisit ideas	and revisit ideas	
	Taught to use a range of techniques and	Taught about the history of art, craft,	
	media	design, film and architecture, including	
		periods, styles and major movements	
		from ancient times up to the present	
		day.	
		Company outlets	
		Compare artists	
Vocabulary	Sketchbook	Sketchbook	
	Purpose	Evaluate	
	Planning	Reflect	
	Stimulus (source)	Effect	
	Relief work	Style	
	Printing block	Impression	
	Register colours	Realism	
	Pressure/print		
	Repeat		
	Rollers		
	Evaluation		





Key Knowledge	Using printing blocks to make single or	Palaeolithic cave painting	
	two colour prints	Using natural surfaces such as cave	
		walls	
	Create the block using a positive - such	using a limited range of naturally	
	as string glued onto a flat base	occurring colours (red, ochre, black,	
	Create a block using a negative	white)	
	technique, pressing down into print		
	polystyrene	Neolithic and Bronze Age style pottery	
		Hand built (coils and thumb pots)	
	Press the print block down onto a paper	Surface decoration and patterns	
	surface, using equal pressure across the		
	print block	Iron Age design (La Tene)	
		relief designs on a range of metal work	
	2 colour printing - the blocks for each	Based on motifs from the natural world	
	colour must be the same size and shape	natural	
	to allow one block to be positioned exactly over the first printed colour.	Links to modern design in art nouveau	
		Roman mosaics	
		Techniques to create mosaics using	
		tessera	
		Influential painters, such as the	
		Impressionists (5 Artists, 100 Years) or	
		other modern artists	
		Influence	
		Style	
		techniques	
		Impact in their time/world	
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The life of the artist