

Aims:

- 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.

Nursery	Physical Development
	Use large-muscle movements to wave flags and streamers,
	paint and make marks.
	Choose the right resources to carry out their own plan.
	Use one-handed tools and equipment, for example, making snips in paper with scissors.
	Expressive Arts and Design
	• Explore different materials freely, in order to develop their ideas about how to use them and what to make.
	Develop their own ideas and then decide which materials to use to express them.
	Join different materials and explore different textures.
	 Create closed shapes with continuous lines and begin to use these shapes to represent objects.
	Draw with increasing complexity and detail, such as representing a face with a circle and including details.
	Use drawing to represent ideas like movement or loud noises.
	Show different emotions in their drawings and paintings, like happiness, sadness, fear, etc.
	Explore colour and colour mixing.
Reception	Physical Development
	Develop their small motor skills so that they can use a range of tools competently, safely and confidently.
	 Use their core muscle strength to achieve a good posture. when sitting at a table or sitting on the floor. Develop overall body-strength, balance, coordination and agility. Expressive Arts and Design



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	 Explore, use and refine a variety of artistic effects to express their ideas and feelings. 					
	Return to and build on their previous learning, refining ideas! and developing their ability to represent them.					
	. •	itively, sharing ideas, re				
ELG- Physical	Fine Motor skills	mr ory or raining raid as year	Society arra same			
Development	Hold a pencil effe	ectively in preparation	for fluent writing – usin	g the tripod grip in aln	nost all cases.	
	Use a range of sm	nall tools, including scis	sors, paintbrushes and	d cutlery.		
	Begin to show according to the show acc	curacy and care whe	n drawing.			
ELG- Expressive Arts	Creating with Materi	ials				
and Design	Safely use and ex	plore a variety of mat	terials, tools and tech	niques, experimenting	with colour, design, te	xture, form and
	function.					
	Share their creations, explaining the process they have used					
	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery	Use large scale muscle movements to wave flags and streamers, paint and make marks. Create closed shapes with continuous lines and being to use these shapes to represent objects.	Choose the right resources to carry out their own plan. Use one-handed tools and equipment, for example, making snips in paper with scissors. Explore colour and colour-mixing. Explore different materials freely, to develop their ideas about how to use	Draw with increasing complexity and detail, such as representing a face with a circle and including details.	Develop their own ideas and then decide which materials to use to express them. Choose the right resources to carry out their own plan. Use drawing to represent ideas like movement or loud noises.	Join different materials and explore different textures. Choose the right resources to carry out their own plan. Use a comfortable grip with good control when holding pens and pencils.	Show different emotions in their drawings and paintings, like happiness, sadness, fear etc. Use a comfortable grip with good control when holding pens and pencils.



		them and what to make.				
Reception	Use their core muscle strength to achieve a good posture when sitting at a table or sitting on the floor.	Develop their small motor skills so that they can use a range of tools competently, safely and confidently.	Use their core muscle strength to achieve a good posture when sitting at a table or sitting on the floor.	Use their core muscle strength to achieve a good posture when sitting at a table or sitting on the floor.	Use their core muscle strength to achieve a good posture when sitting at a table or sitting on the floor.	Respond to what they have heard, expressing their thoughts and feelings.
	Explore, use, and refine a variety of artistic effects to express their ideas and feelings.	Use their core muscle strength to achieve a good posture when sitting at a table or	Return to and build on their previous learning, refining ideas and developing their	Create collaboratively, sharing ideas, resources and skills	Explore, use and refine a variety of artistic effects to express their ideas and feelings.	Explore, use, and refine a variety of artistic effects to express their ideas and feelings.
	Develop their small motor skills so that they can use a range of tools competently, safely and confidently.	Explore, use, and refine a variety of artistic effects to express their ideas and feelings.	ability to represent them. Explore, use, and refine a variety of artistic effects to express their ideas and feelings.	Explore, use, and refine a variety of artistic effects to express their ideas and feelings.	Return to and build on their previous learning, refining ideas and developing their ability to represent them.	Return to and build on their previous learning, refining ideas and developing their ability to represent them.



Year 1	Spirals Using drawing, collage, and mark- making to explore spirals. Introducing sketchbooks.	Exploring Watercolour Exploring watercolour and discovering we can use accidental marks to help us make art.	Making Birds Sculptural project beginning with making drawings from observation, exploring media, and transforming the drawings from 2d to 3d to make a bird.
Year 2	Explore & Draw Introducing the idea that artists can be collectors & explorers as they develop drawing and composition skills.	Exploring the World Through Mono Print Using a simple mono print technique to develop drawing skills, encourage experimentation and ownership.	Be An Architect Exploring architecture and creating architectural models.



Year 3		Gestural Drawing with Charcoal Making loose, gestural drawings		Working with Shape and Colour "Painting with Scissors": Collage and stencil in		Telling Stories Through Painting & Making Explore how artists
		with charcoal, and exploring drama and performance.		response to looking at artwork.		are inspired by other art forms – in this case how we
		·				make sculpture inspired by literature and film.
Year 4	Storytelling Through Drawing Explore how artists create sequenced drawings to share and tell stories. Create accordian books or comic strips to retell poetry or prose through drawing.		Exploring Still Life Explore artists working with the genre of still life, contemporary and more traditional. Create your own still life inspired artwork.		Sculpture, Structure, Inventiveness & Determination What can artists learn from nature?	



Year 5	Typography &	Mixed Media Land	<u>Set Design</u>
	<u>Maps</u>	<u>& City Scapes</u>	Explore creating a model set for
	Exploring how we	Explore how artists use a variety of	theatre or
	can create	media to capture	animation inspired by poetry, prose,
	typography	spirit of the place.	film, or music.
	through drawing		
	and design and		
	use our skills to		
	create personal		
	and highly visual		
	maps.		
Year 6	2D Drawing to 3D	<u>Activism</u>	Brave Colour
	<u>Making</u>	Explore how artists	Exploring how
	Explore how 2D	use their skills to	artists use light,
	drawings can be	speak on behalf of	form and colour to
	transformed to 3D	communities.	create immersive
	objects. Work	Make art about	environments.
	towards a	things you care	
	sculptural	about.	
	outcome or a		
	graphic design		
	outcome.		