



ART & DESIGN Overview

EYFS Area of Learning: Expressive Arts and Design Aspects: Creating with materials	Art and Design National Curriculum KS1 Pupils should be taught: <ul style="list-style-type: none"> to use a range of materials creatively to design and make products to use drawing, painting and sculpture to develop and share their ideas, experiences, and imagination to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form, and space about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work 		Art and Design National Curriculum KS2 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: <ul style="list-style-type: none"> 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. 					
Children at the expected level of development will: Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. Share their creations, explaining the process they have used.		KS1 Cycle 1	KS1 Cycle 2		LKS2 Cycle 1	LKS2 Cycle 2	UKS2 Cycle 1	UKS2 Cycle 2
	Drawing and painting, colour, pattern line and tone.	AUT 1	AUT 1	Drawing and painting, colour, pattern line and tone.	SPRG 1	SPRG 2	AUT 1	SPRG 1
	Textiles		SPRG 2	Textiles		AUT 1		SUM 1
	Printing	SUM 1		Printing	SUM 2		SUM 1	
	Collage		SUM 1	Collage		SUM 2		AUT 1
	Photography	SPRG 1		Photography	AUT 2		SPRG 2	
	Artist Study	Taught across all units.		Artist Study	Taught across all units.			