



The Newlands Federation of Schools

A partnership of Shere CE Infant & Clandon CE Primary School

play | games | dialogue | stories | nature



Year One Key Knowledge and Skills Expectations for Art

Using Materials	Drawing	Use colour, pattern, texture, line, form, space, and shape.	Range of artists.
Use a range of materials creatively to design and make products.	Use drawing, painting, and sculpture to develop and share their ideas, experiences, and imagination.	Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form, and space.	Study a range of artists, craft makers and designers.
<ul style="list-style-type: none"> o Know how to cut, roll, and coil materials. o Know how to use IT to create a picture. 	<ul style="list-style-type: none"> o Know how to show how people feel in drawings and paintings. o Know how to use pencils to create lines of different thicknesses in drawings. 	<ul style="list-style-type: none"> o Know how to create moods in artwork o Know the names of the primary and secondary colours. o Know how to create a repeating pattern in print. 	<ul style="list-style-type: none"> o Describe what can be seen and give an opinion about the work of an artist. o Ask questions about a piece of art.

Year Two Key Knowledge and Skills Expectations for Art

Using Materials	Drawing	Use colour, pattern, texture, line, form, space, and shape.	Range of artists.
Use a range of materials creatively to design and make products.	Use drawing, painting, and sculpture to develop and share their ideas, experiences, and imagination.	Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form, and space.	Study a range of artists, craft makers and designers.
<ul style="list-style-type: none"> o Know how to create a printed piece of art by pressing, rolling, rubbing, and stamping. o Know how to make a clay pot and know how to join two clay finger pots together. o Know how to use different effects within an IT paint package. 	<ul style="list-style-type: none"> o Choose and use three different grades of pencil when drawing. o Know how to use charcoal, pencil, and pastel to create art. o Know how to use a viewfinder to focus on a specific part of an artefact before drawing it. 	<ul style="list-style-type: none"> o Know how to mix paint to create all the secondary colours. o Know how to create brown with paint. o Know how to create tints with paint by adding white and know how to create tones with paint by adding black. 	<ul style="list-style-type: none"> o Suggest how artists have used colour, pattern, and shape. o Know how to create a piece of art in response to the work of another artist.

Year Three Key Knowledge and Skills Expectations for Art

Using Sketchbooks	Drawing, painting, and sculpture	Study of the great artists.
Create sketchbooks to record their observations and use them to review and revisit ideas.	Improve their mastery of art and design techniques, including drawing, painting, and sculpture with a range of materials (for example, pencil, charcoal, paint, and clay).	Great artists, architects, and designers in history.
<ul style="list-style-type: none"> o Know how to use sketches to produce a final piece of art. o Know how to use digital images and combine with other media. o Know how to use IT to create art which includes their own work and that of others. 	<ul style="list-style-type: none"> o Know how to show facial expressions in art. o Know how to use different grades of pencil to shade and to show different tones and textures. o Know how to create a background using a wash. o Know how to use a range of brushes to create different effects in painting. 	<ul style="list-style-type: none"> o Know how to identify the techniques used by different artists. o Know how to compare the work of different artists. o Recognise when art is from different cultures. o Recognise when art is from different historical periods.

Year Four Key Knowledge and Skills Expectations for Art

Using Sketchbooks	Drawing, painting, and sculpture	Study of the great artists.
Create sketchbooks to record their observations and use them to review and revisit ideas.	Improve their mastery of art and design techniques, including drawing, painting, and sculpture with a range of materials (for example, pencil, charcoal, paint, and clay).	Great artists, architects, and designers in history.
<ul style="list-style-type: none"> o Know how to integrate digital images into artwork. o Use sketchbooks to help create facial expressions. o Use sketchbooks to experiment with different textures. o Use photographs to help create reflections. 	<ul style="list-style-type: none"> o Know how to show facial expressions and body language in sketches and paintings. o Know how to use marks and lines to show texture in art. o Know how to use line, tone, shape, and colour to represent figures and forms in movement. o Know how to show reflections. o Know how to print onto different materials using at least four colours. o Know how to sculpt clay and other mouldable materials 	<ul style="list-style-type: none"> o Experiment with the styles used by other artists. o Explain some of the features of art from historical periods. o Know how different artists developed their specific techniques.

Year Five Key Knowledge and Skills Expectations for Art

Using Sketchbooks	Drawing, painting, and sculpture	Study of the great artists.
Create sketchbooks to record their observations and use them to review and revisit ideas.	Improve their mastery of art and design techniques, including drawing, painting, and sculpture with a range of materials (for example, pencil, charcoal, paint, and clay).	Great artists, architects, and designers in history.
<ul style="list-style-type: none"> ○ Experiment by using marks and lines to produce texture ○ Experiment with shading to create mood and feeling ○ Experiment with media to create emotions in art. ○ Know how to use images created, scanned, and found; altering them where necessary to create art. 	<ul style="list-style-type: none"> ○ Know how to use shading to create mood and feeling. ○ Know how to use line, tone, shape, and colour to represent figures and forms in movement. ○ Know how to express emotion in art. ○ Know how to create an accurate print design following given criteria. 	<ul style="list-style-type: none"> ○ Research the work of an artist and use their work to replicate a style.

Year Six Key Knowledge and Skills Expectations for Art

Using Sketchbooks	Drawing, painting, and sculpture	Study of the great artists.
Create sketchbooks to record their observations and use them to review and revisit ideas.	Improve their mastery of art and design techniques, including drawing, painting, and sculpture with a range of materials (for example, pencil, charcoal, paint, and clay).	Great artists, architects, and designers in history.
<ul style="list-style-type: none"> ○ Explain why different tools have been used to create art. ○ Explain why chosen specific techniques have been used. ○ Know how to use feedback to make amendments and improvement to art. ○ Know how to use a range of e-resources to create art. 	<ul style="list-style-type: none"> ○ Know how to overprint to create different patterns. ○ Know which media to use to create maximum impact. ○ Use a full range of pencils, charcoal or pastels when creating a piece of observational art. 	<ul style="list-style-type: none"> ○ Explain the style of art used and how it has been influenced by a famous artist. ○ Understand what a specific artist is trying to achieve in any given situation. ○ Understand why art can be very abstract and what message the artist is trying to convey.