Discipline of Art	ЕУFS	Year I	Year 2	Year 3	Year 4	Year 5	Year 6
Drawing	- Begin to show accuracy and care when drawing Begin to mark make.	-Drawing basic lines and shapes  - Starting to draw on a larger scale  -Observational drawings of feathers.	- Experiment with tone by using a range of pressures  - Create a range of textures using a variety of line types (mark making)  -Explore sketching skills	- Experiment with different grades of pencil/ chalk/ charcoal to achieve variations in tone and to draw different shapes (soft/hard/tip/side of pencil, 4H-6B pencils)  - Create a range of textures using a variety of line types (mark making)  - Begin to investigate shadows.  - Use a range of media including; chalk pastel, oil pastel, pen and ink to draw a range of marks and lines.	- Experiment with different grades of pencil/ chalk/ charcoal to achieve variations in tone and to draw different shapes Introducing specific key vocabulary-cross hatching/ stippling/ hatching)  - Develop shadows.  -Begin to Investigate proportion/ emotion/expression	-Use different drawing techniques i.e. shading, cross hatching and introduce pointillism and side strokes  -Understand the idea of perspective in drawing. Look at some images that have a vanishing point.  - Explore the idea of tonal contrast and how this can be shown using different colour mixing and lines.	- Use both dry and wet media to make different marks, lines, patterns, textures and shapes within a drawing using all key vocabulary learnt previously -Further explore colour mixing, blending techniques and tonal contrast with a variety of mediaUse first-hand observations using different viewpoints, developing more abstract representations.

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Painting	-To experiment with colour	-Colour mixing for lighter and darker shades.  -Children experiment using primary colours and mixing them to make secondary colours.  -Create a wash using brusho for the backgrounds	-Experiment with a range of brush strokes and sizes  - Create a full tint and shade sample for a colour.  - Identify warm and cool colours.	-Mix and match colours, create palettes  -Start to experiment with different effects and textures Inc.  -Use rollers and inks take prints from other objects to show texture e.g. leaves, fabric, corrugated card etc.  -Experiment with different patterns and colours using paint	- Mix and match colours, create palettes to match images.  - Start to experiment with watercolour, exploring intensity of colour to develop shades.  -Develop experimentation with different effects and textures Inc. blocking in colour, washes, layering, brush size, thickened paint to create textural effects.	-Mix and match colours to create atmosphere and light effects  - Develop watercolour techniques: scumbling, dry versus wet, light to dark, splatter, bleed colours, pull in colour, layering, lift the colour, negative painting, use salt to create texture, use tape to add clean edges.  -Be able to identify primary secondary, complementary, warm and cold and contrasting colours	- Mark make with paint e.g. dashes, blocks of colour, strokes and points.  - Investigate working on canvas.  - Introduce acrylic paint. Mix and match colours to create atmosphere and light effects e.g. flesh colour portraits.  - Be able to identify primary secondary, complementary, warm and cold and contrasting colours and reflect on personal choices regarding colour within a final piece of original work.

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Sculpture		- Rubbings of different natural objectsManipulating paper: Turning 2D into 3D.	-Explore malleable materials and start to manipulate them for a purpose by creating a clay bowl.	-Introducing the collage technique.  - Make a simple papier mâché sculpture using pipe cleaners/wire.  -Start to work on a larger scale as a group to create a sculpture	- Introduce mod roc.  -Create surface patterns and textures in a malleable material  -Experiment with a range of collage techniques such as tearing, overlapping and layering to create images and represent textures	-Design and create sculpture both small and large scale  -Use wires to make malleable forms.  -Experiment with using wire along with other materials	-Create human forms showing movement.  -Use wires to make malleable forms using balance  - Build upon wire using a variety of other materials to create forms.