Year Group and Class	Autumn Term	Spring Term	Summer Term
Year 3 Maple	Impressionism	Abstract Artist	Sculpture
	Claude Monet	Wassily Kandinsky	Henry Moore
	Milestone 2		
	Develop ideas from starting points	Develop ideas from starting points	Develop ideas from starting points
	throughout the curriculum.	throughout the curriculum.	throughout the curriculum.
	Collect information, sketches and	Collect information, sketches and	Collect information, sketches and
	resources.	resources.	resources.
	Adapt and refine ideas as they	Adapt and refine ideas as they	Adapt and refine ideas as they
	progress.	progress.	progress.
	Explore ideas in a variety of ways.	Explore ideas in a variety of ways.	Explore ideas in a variety of ways.
	Comment on artworks using visual	Comment on artworks using visual	Comment on artworks using visual
	language.	language.	language.
	Learn about the work of Henri	Learn about the work of Piet	Learn about the work of Henry
	Matisse	Mondrian	Moore
Threshold Concepts	Replicate some of the techniques	Replicate some of the techniques	Replicate some of the techniques
	used by notable artists, artisans and	used by notable artists, artisans and	used by notable artists, artisans and
	designers.	designers.	designers.
	Create original pieces that are	Create original pieces that are	Create original pieces that are
	influenced by studies of others.	influenced by studies of others.	influenced by studies of others.
Milestones	Paint	Print	Sculpture
	Use a number of brushes	Use layers of two or more colours.	Create and combine shapes to
	techniques using thick and thin	Replicate patterns observed in	create recognisable forms (e.g.
	brushes to produce shapes,	natural or built environment.	shapes made from nets or solid
	textures, patterns and lines.	Make printing blocks (e.g. from	materials)
	Mix colour effectively.	coiled string glued to the block)	Include texture that conveys
	Use watercolour paint to produce	Make precise repeating patterns.	feelings, expression or movement.
	washes for backgrounds then add		Use clay and other mouldable
	detail.		materials.
	Experiment with creating mood		Add materials to provide interesting
	with colour.		detail.