

Year Group and Class	Autumn Term	Spring Term	Summer Term
Y1 Willow and Cedar	In the dark night. Artist Focus Van Gogh	Weather Artist Focus Turner	Dreams and Nightmares Sculpture Focus Goldsworthy
Breadth	Use experiences as inspiration. Explore techniques. Learn about the work of Van Gogh	Use experiences of the weather as ideas for art work. Share ideas using drawing and painting.	Use experiences and ideas as inspiration. Share ideas using sculpture. Learn about the work of Andy Goldsworthy.
Threshold Concepts	Master Techniques Take inspiration from the greats.	Master techniques so ideas can be communicated through art. Understand how ideas develop through artistic process.	Master techniques to express ideas through sculpture. Take inspiration from Andy Goldsworthy.
Milestones	Paint Use thick and thin brushes. Add white and black for tints and tones. Explore the colour wheel. Collage Use a combination of material that are cut, torn and glued Sort and arrange materials Mix materials to create texture.	Paint Use thick and thin brushes. Add white and black for tints and tones. Explore the colour wheel Drawing Draw lines of different sizes and thicknesses. Colour (own work) neatly, following the lines. Show pattern and texture by adding dots and lines. Show different tones by using coloured pencils.	Sculpture Use a combination of shapes Include line and textures. Use rolled up paper, straws, paper, card and clay as materials. Use techniques such as rolling, cutting, moulding and carving. Digital Media Use a wide range of tools to create different textures, lines, tones, colours and shapes.
Year 2 Cherry	Impressionism Food Artist Focus Paul Cezanne	Sculpture Barbra Hepworth	The Beauty of flowers Artist Focus Georgia O’Keeffe
Breadth	Use the experience of food as inspiration. Learn about the work of Paul Cezanne	Use experiences and ideas as inspiration. Share ideas using sculpture.	Use experience and ideas as inspiration. Explore different methods and materials as ideas develop.

		Learn about the work of Barbra Hepworth	
Threshold Concepts	Master Techniques Respond to ideas and starting points	Master techniques to express ideas through sculpture. Take inspiration from Barbra Hepworth	Inspiration from the greats (classic and Modern)
Milestones	<p>Drawing Draw lines of different size and thickness. Colour (own work) neatly, following the lines. Show pattern and texture by adding dots and lines. Show different tones by using coloured pencils.</p> <p>Printing Use repeating or overlapping shapes Mimic print from the environment (e.g. wallpapers) Use objects to create prints (e.g. fruit, vegetables or sponges) Press, roll, rub and stamp to make prints</p>	<p>Sculpture Use a combination of shapes. Include lines and texture. Use rolled up paper, straws, paper, card and clay as materials. Use techniques such as rolling, cutting, moulding and carving.</p> <p>Paint Use thick and thin brushes. Add white and black for tints and tones. Explore the colour wheel.</p>	<p>Textiles Use weaving to create a pattern. Join materials using glue and/or a stitch. Use plaiting. Use dip dye techniques.</p> <p>Collage Use a combination of material that are cut, torn and glued Sort and arrange materials Mix materials to create texture.</p>
Year 3 Maple	Impressionism Claude Monet Milestone 2	Abstract Art Wassily Kandinsky	Sculpture Henry Moore
Breadth	Develop ideas from starting points throughout the curriculum. Collect information, sketches and resources. Adapt and refine ideas as they progress. Explore ideas in a variety of ways.	Develop ideas from starting points throughout the curriculum. Collect information, sketches and resources. Adapt and refine ideas as they progress. Explore ideas in a variety of ways.	Develop ideas from starting points throughout the curriculum. Collect information, sketches and resources. Adapt and refine ideas as they progress. Explore ideas in a variety of ways.

	<p>Comment on artworks using visual language. Learn about the work of Claude Monet</p>	<p>Comment on artworks using visual language. Learn about the work of Wassily Kandinsky</p>	<p>Comment on artworks using visual language. Learn about the work of Henry Moore</p>
Threshold Concepts	<p>Replicate some of the techniques used by notable artists, artisans and designers. Create original pieces that are influenced by studies of others.</p>	<p>Replicate some of the techniques used by notable artists, artisans and designers. Create original pieces that are influenced by studies of others.</p>	<p>Replicate some of the techniques used by notable artists, artisans and designers. Create original pieces that are influenced by studies of others.</p>
Milestones	<p>Paint Use a number of brushes techniques using thick and thin brushes to produce shapes, textures, patterns and lines. Mix colour effectively. Use watercolour paint to produce washes for backgrounds then add detail. Experiment with creating mood with colour.</p>	<p>Print Use layers of two or more colours. Replicate patterns observed in natural or built environment. Make printing blocks (e.g. from coiled string glued to the block) Make precise repeating patterns.</p>	<p>Sculpture Create and combine shapes to create recognisable forms (e.g. shapes made from nets or solid materials) Include texture that conveys feelings, expression or movement. Use clay and other mouldable materials. Add materials to provide interesting detail.</p>
Year 3-4 Holly	<p>Impressionism Renoir Milestone 2</p>	<p>Cityscapes Camille Pissarro</p>	<p>Sculpture Joan Miro</p>
Breadth	<p>Develop ideas from starting points throughout the curriculum. Collect information, sketches and resources. Adapt and refine ideas as they progress. Explore ideas in a variety of ways.</p>	<p>Develop ideas from starting points throughout the curriculum. Collect information, sketches and resources. Adapt and refine ideas as they progress. Explore ideas in a variety of ways.</p>	<p>Develop ideas from starting points throughout the curriculum. Collect information, sketches and resources. Adapt and refine ideas as they progress. Explore ideas in a variety of ways.</p>

	<p>Comment on artworks using visual language. Learn about the work of Renoir</p>	<p>Comment on artworks using visual language. Learn about the work of Camille Pissarro</p>	<p>Comment on artworks using visual language. Learn about the work of Joan Miro</p>
Threshold Concepts	<p>Replicate some of the techniques used by notable artists, artisans and designers. Create original pieces that are influenced by studies of others.</p>	<p>Replicate some of the techniques used by notable artists, artisans and designers. Create original pieces that are influenced by studies of others.</p>	<p>Replicate some of the techniques used by notable artists, artisans and designers. Create original pieces that are influenced by studies of others.</p>
Milestones	<p>Paint Use a number of brush techniques using thick and thin brushes to produce shapes, texture, patterns and lines Mix colours effectively. Use watercolour paint to produce washes for backgrounds then add detail. Experiment with creating mood with colour.</p>	<p>Collage Select and arrange materials for a striking effect. Ensure work is precise. Use coiling, overlapping, tessellation, mosaic and montage. Drawing Use different harnesses of pencils to show line, tone and texture. Annotate sketches to explain and elaborate ideas. Sketch lightly (no need to use a rubber to correct mistakes) Use shading to show light and shadow. Use hatching and cross hatching to show tone and texture.</p>	<p>Drawing Use different harnesses of pencils to show line, tone and texture. Annotate sketches to explain and elaborate ideas. Sketch lightly (no need to use a rubber to correct mistakes) Use shading to show light and shadow. Use hatching and cross hatching to show tone and texture. Sculpture Create and combine shapes to create recognisable forms (e.g. shapes made from nets or solid materials) Include texture that conveys feelings, expression or movement. Use clay and other mouldable materials. Add materials to provide interesting detail.</p>
Year 4-5 Hazel	Impressionism	Sculpture	Cityscapes

	Focus Claude Monet Milestone 2	Ugo Rodinone	Camille Pissarro Millstone 2
Breadth	<p>Develop ideas from starting points throughout the curriculum. Collect information, sketches and resources. Adapt and refine ideas as they progress. Explore ideas in a variety of ways. Comment on artworks using visual language. Learn about the work of Claude Monet</p>	<p>Develop ideas from starting points throughout the curriculum. Collect information, sketches and resources. Adapt and refine ideas as they progress. Explore ideas in a variety of ways. Comment on artworks using visual language. Learn about the work of Rodinone</p>	<p>Develop ideas from starting points throughout the curriculum. Collect information, sketches and resources. Adapt and refine ideas as they progress. Explore ideas in a variety of ways. Comment on artworks using visual language. Learn about the work of Camille Pissarro</p>
Threshold Concepts	<p>Replicate some of the techniques used by notable artists, artisans and designers. Create original pieces that are influenced by studies of others.</p>	<p>Replicate some of the techniques used by notable artists, artisans and designers. Create original pieces that are influenced by studies of others.</p>	<p>Replicate some of the techniques used by notable artists, artisans and designers. Create original pieces that are influenced by studies of others.</p>
Milestones	<p>Collage Select and arrange materials for a striking effect. Ensure work is precise. Use coiling, overlapping, tessellation, mosaic and montage.</p>	<p>Sculpture Create and combine shapes to create recognisable forms (e.g. shapes made from nets or solid materials) Include texture that conveys feelings, expression or movement. Use clay and other mouldable materials. Add materials to provide interesting detail. Digital Media Create images, video and sound recordings and explain why they are created.</p>	<p>Sculpture Create and combine shapes to create recognisable forms (e.g. shapes made from nets or solid materials) Include texture that conveys feelings, expression or movement. Use clay and other mouldable materials. Add materials to provide interesting detail. Drawing Use different harnesses of pencils to show line, tone and texture.</p>

		(Need to visit as being moved)	Annotate sketches to explain and elaborate ideas. Sketch lightly (no need to use a rubber to correct mistakes) Use shading to show light and shadow. Use hatching and cross hatching to show tone and texture.
Year 5-6 Chestnut	Impressionism Focus Degas Milestone 3	Sculpture Ironmen The art of Anthony Gormley Milestones 3	Cultural Art Batik Milestones 3
Breadth	Develop and imaginatively extend ideas from starting point throughout the curriculum. Collect information, sketches and resources and present ideas imaginatively in a sketchbook. Use the qualities of materials to enhance ideas. Spot the potential in unexpected results as work progresses. Comment on artworks with fluent gasp of visual language. Learn about the work of Degas	Develop and imaginatively extend ideas from starting point throughout the curriculum. Collect information, sketches and resources and present ideas imaginatively in a sketchbook. Use the qualities of materials to enhance ideas. Spot the potential in unexpected results as work progresses. Comment on artworks with fluent gasp of visual language. Learn about the work of Anthony Gormley	Develop and imaginatively extend ideas from starting point throughout the curriculum. Collect information, sketches and resources and present ideas imaginatively in a sketchbook. Use the qualities of materials to enhance ideas. Spot the potential in unexpected results as work progresses. Comment on artworks with fluent gasp of visual language. Learn how to do work in the style of Batik
Threshold Concepts	Give details (including own sketches) about the style of some notable artists, artisans and designers. Show how the work of those studied was influential in both society and to other artists.	Give details (including own sketches) about the style of some notable artists, artisans and designers. Show how the work of those studied was influential in both society and to other artists.	Give details (including own sketches) about the style of some notable artists, artisans and designers. Show how the work of those studied was influential in both society and to other artists.

	Create original pieces that show a range of influences and styles.	Create original pieces that show a range of influences and styles.	Create original pieces that show a range of influences and styles.
Milestones	<p>Paint Sketch (lightly) before painting to combine line and colour. Create a colour palette based upon colours observed in the natural or built world. Use the qualities of watercolour and acrylic paints to create visually interesting pieces. Combine colours, tones and tints to enhance the mood of the piece. Use brush techniques and the qualities of paint to create texture. Develop a personal style of painting, drawing, based on ideas from other artists.</p> <p>Drawing Use a variety of techniques to add interesting effects (e.g. reflections, shadows, direction of sunlight) Use a choice of techniques to depict movement, perspective, shadows and reflection. Choose a style of drawing suitable for the work. (e.g. realistic or impressionistic) Use lines to represent movement.</p>	<p>Sculpture Show lifelike qualities and real life proportions or, if more abstract, provoke different interpretations. Use tools to carve and add shapes, texture and pattern. Combine visual and tactile qualities. Use frameworks (such as wire or moulds) to provide stability and form.</p> <p>Drawing Use a variety of techniques to add interesting effects (e.g. reflections, shadows, direction of sunlight) Use a choice of techniques to depict movement, perspective, shadows and reflection. Choose a style of drawing suitable for the work. (e.g. realistic or impressionistic) Use lines to represent movement.</p> <p>Digital Media Enhance digital media by editing (including sound, video, animation, still images and installations)</p>	<p>Textiles Show precision in techniques Choose from a range of stitching techniques. Combine previously learned techniques to create pieces.</p> <p>Print Build up layers of colours. Create an accurate pattern, showing fine detail Use a range of visual elements to reflect the purpose of the work.</p>
Year 6 Sycamore	Impressionism Conflict and Art	Art and Fashion Milestone 3	Sculpture Ironmen

	Alfred Sisely Milestone 3		Anatomy of Art Milestone 3
Breadth	<p>Develop and imaginatively extend ideas from starting point throughout the curriculum. Collect information, sketches and resources and present ideas imaginatively in a sketchbook. Use the qualities of materials to enhance ideas. Spot the potential in unexpected results as work progresses. Comment on artworks with fluent gasp of visual language. Learn about the work of Alfred Sisely</p>	<p>Develop and imaginatively extend ideas from starting point throughout the curriculum. Collect information, sketches and resources and present ideas imaginatively in a sketchbook. Use the qualities of materials to enhance ideas. Spot the potential in unexpected results as work progresses. Comment on artworks with fluent gasp of visual language. Learn about the work and style of Art in Fashion</p>	<p>Develop and imaginatively extend ideas from starting point throughout the curriculum. Collect information, sketches and resources and present ideas imaginatively in a sketchbook. Use the qualities of materials to enhance ideas. Spot the potential in unexpected results as work progresses. Comment on artworks with fluent gasp of visual language. Learn about the work of Anatomy Art</p>
Threshold Concepts	<p>Give details (including own sketches) about the style of some notable artists, artisans and designers. Show how the work of those studied was influential in both society and to other artists. Create original pieces that show a range of influences and styles.</p>	<p>Give details (including own sketches) about the style of some notable artists, artisans and designers. Show how the work of those studied was influential in both society and to other artists. Create original pieces that show a range of influences and styles.</p>	<p>Give details (including own sketches) about the style of some notable artists, artisans and designers. Show how the work of those studied was influential in both society and to other artists. Create original pieces that show a range of influences and styles.</p>
Milestone	<p>Paint Sketch (lightly) before painting to combine line and colour. Create a colour palette based upon colours observed in the natural or built world.</p>	<p>Textiles Show precision in techniques Choose from a range of stitching techniques. Combine previously learned techniques to create pieces. Collage</p>	<p>Sculpture Show lifelike qualities and real life proportions or, if more abstract, provoke different interpretations. Use tools to carve and add shapes, texture and pattern. Combine visual and tactile qualities.</p>

	<p>Use the qualities of watercolour and acrylic paints to create visually interesting pieces.</p> <p>Combine colours, tones and tints to enhance the mood of the piece.</p> <p>Use brush techniques and the qualities of paint to create texture.</p> <p>Develop a personal style of painting, drawing, based on ideas from other artists.</p> <p>Drawing</p> <p>Use a variety of techniques to add interesting effects (e.g. reflections, shadows, direction of sunlight)</p> <p>Use a choice of techniques to depict movement, perspective, shadows and reflection.</p> <p>Choose a style of drawing suitable for the work. (e.g. realistic or impressionistic)</p> <p>Use lines to represent movement.</p>	<p>Mix textures (rough and smooth, plain and patterned)</p> <p>Combine visual and tactile qualities.</p> <p>Use ceramic mosaic materials and techniques.</p>	<p>Use frameworks (such as wire or moulds) to provide stability and form.</p> <p>Drawing</p> <p>Use a variety of techniques to add interesting effects (e.g. reflections, shadows, direction of sunlight)</p> <p>Use a choice of techniques to depict movement, perspective, shadows and reflection.</p> <p>Choose a style of drawing suitable for the work. (e.g. realistic or impressionistic)</p> <p>Use lines to represent movement.</p>
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