

Art and Design Knowledge and Skills Map

Red = knowledge/skills to be taught

Green = Resources to be used.

EYFS

Exploring and using media and materials – children develop their own ideas through selecting and using materials and working on processes that interest them. Through their explorations, they find out and make decisions about how media and materials can be combined and changed. Being imaginative – children talk about the ideas and processes, which have led them to made designs, images or products. They can talk about features of their own and others' work, recognising the differences between them and the strengths of others.

Drawing

Use a variety of tools to mark make – pencils, paint, sticks, chalk, water.

Draw into sand, liquids, onto the ground using liquids and tools.

Painting and Colour

Experiment with painting and colour mixing using powder paints, poster paints and water colours.

Experiment with crayons, chalks and oil pastels.

Sculpture

Explore a range of malleable materials to make models or pictures using – playdough, plasticine, clay, salt dough, cooking materials.

Printing

Use sponges to make patterns or pictures.

Print with food items. Finger painting.

Use found materials man made/natural to print.

Textiles and Collage

Use fabric, wool or thread to make models with recycled items.

Use ribbons and string to thread and make patterns.

Make collages using paper, tissue, crepe etc Use fabrics for role play

Digital

Use a computer paint program to create a picture, using simple tools.

Explain what has been created.



	DRAWING KS1 pupils should be taught to use drawing to develop and share their ideas, experiences and imagination. They should be taught about the work of a range of artists, craft makers and designers, describing similarities and differences and making links to their own work.	PAINTING AND COLOUR KS1 pupils should be taught to use painting to develop their ideas, experiences and imagination.	SCULPTURE KS1 pupils should be taught to use sculpture to develop and share their ideas, experiences and imagination.	PRINTING KS1 pupils should be taught to develop a wide range of art/design techniques using colour, pattern, texture, line, shape, form and space.	TEXTILES AND COLLAGE KS1 pupils should be taught to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.	DIGITAL MEDIA KS1 pupils should be taught to use technology purposefully to create art pieces on a computer.
Year 1	<p>Use a variety of drawing tools – crayon, chalk, pencil, felt tips, poster paint.</p> <p>Draw light and dark lines (tone) Create rubbings (texture) Observe and draw shapes.</p> <p>Observe and draw patterns.</p>	<p>Using poster paints, crayon, chalk, pencils, felt tips etc.</p> <p>Name colours Experiment with colours Mix primary colours to make secondary colours.</p> <p>Apply colour with different tools – brushes, rollers, fingers etc Create repeating patterns</p>	<p>Roll, carve, make marks on and knead malleable materials – dough, plasticine and use them to make objects for a purpose.</p> <p>Use patterns.</p>	<p>Create repeating patterns.</p> <p>Observe and recognise patterns in the environment.</p> <p>Develop impressed images using foods ie potatoes with shapes cut into them.</p>	<p>Create fabrics by weaving – use man made and natural materials ie grass through twigs, plastic through fence, wool around lolly sticks etc.</p> <p>Introduce adhesives – pritt and PVA.</p> <p>Fold, crumple, tear, overlap and sort different materials.</p>	<p>Use a simple computer program to create a picture.</p> <p>Use a range of tools to create different effects.</p> <p>Use copy and paste tools or similar, to create patterns from duplicate images.</p>



				Relief prints using foam printing blocks Create patterns.		
Year 2	<p>Experiment with tools and surfaces – oil pastels, chalks, pencil, colouring pencils, poster paint - on the playground, fabrics, pastel paper and wood (look at texture and pattern).</p> <p>Draw lines from observations Draw the gaps (draw shapes in between objects).</p>	<p>Describe colours.</p> <p>Make as many tints as possible using white poster paint.</p> <p>Darken colours using black poster paint to create shades. Collect, sort and match colours to create an image.</p> <p>Use colour on a large scale – dye fabric for backgrounds.</p>	<p>Explore sculpture of malleable materials and manipulate malleable materials for a purpose - mod rock and pipecleaner sculptures and clay pots</p>	<p>Print with a wide range of objects, man made and natural.</p> <p>Discuss regular and irregular shapes.</p> <p>Experiment with over printing and colour.</p>	<p>Cut and shape fabric using scissors Glue and stitch together using large eye needles.</p> <p>Use simple applique Knot, fray, fringe, twist or plait threads/fabrics.</p> <p>Overlap and overlay materials.</p> <p>Show awareness of contrasts in textures and colours</p>	<p>Understand how to use ‘zoom’ to show an object in detail, eg. Using a viewfinder to focus on a specific part of an artefact before drawing it.</p>
	<p>DRAWING KS2 Pupils should be taught to improve their mastery of art and design techniques, including drawing with a range of materials. They should use sketchbooks to</p>	<p>PAINTING AND COLOUR KS2 Pupils should be taught to improve their mastery of art and design techniques, including painting with a range of materials.</p>	<p>SCULPTURE KS2 Pupils should be taught to improve their mastery of art and design techniques, including sculpture</p>	<p>PRINTING KS2 Pupils should be taught to improve their mastery of art/ design techniques, including drawing and</p>	<p>TEXTILES AND COLLAGE KS2 Pupils should be taught to improve their mastery of art and design techniques with a range of materials</p>	<p>DIGITAL MADIA KS2 pupils should be taught to use technology purposefully to create art pieces on a computer, using a</p>



	record their observations and use them to review and revisit ideas. They should be taught about great artists, architects and designers in history.		with a range of materials.	painting with a range of materials		variety of art software. Analysing what they have done.
Year 3	<p>Experiment with different grades of pencil, cross hatching, blending Use different grades of pencil to apply tone to drawings.</p> <p>Make marks using different drawing implements – oil pastels, charcoal.</p> <p>Create textures with different drawing implements, pencil, oil pastels, charcoal.</p> <p>Use pencil, charcoal and oil pastels to draw different form and shape.</p>	<p>Use specific colour language – primary colour, secondary colour, tertiary colours, hue, shades (black added), tints (white added).</p> <p>Experiment with paint and pastels.</p> <p>Mix colours and know which are primary, secondary and tertiary colours. Make colour wheels.</p> <p>Experiment with effects and textures – dotting, scratching, splashing.</p>	<p>Shape, form and construct malleable and rigid materials.</p> <p>Construct a base for extending and modelling other shapes – paper mache – and use for a purpose.</p>	<p>Experiment with mono printing.</p> <p>Colour mix by overlapping colour prints.</p> <p>Create repeating patterns using relief ie leaves, string prints.</p> <p>Create repeating patterns using impressed print – press print tiles Interpret manmade and environmental patterns</p>	<p>Dye fabric – tie dye/dip dye.</p> <p>Stitch (running stitch and over stitch), cut and join fabric.</p> <p>Use collage to represent objects as well as imaginative work.</p>	<p>Use printed images, taken with a digital camera and combine them with other media to produce artwork.</p> <p>Use IT programs to create a piece of work that includes their own work and that of others (eg usig the internet).</p> <p>Take photographs and explain their creative vision.</p>



<p>Year 4</p>	<p>Make marks and lines with a wide range of drawing implements, chalk pastels, pencils, fine liners, felt tips, paint.</p> <p>Apply and use simple pattern and texture to a drawing show an awareness of objects have a third dimension</p>	<p>Colour mix to match tints, tones and shades in existing works. Mix and use, tints, tones and shades and apply to work.</p> <p>Use paints and chalk pastels.</p> <p>Compare watercolour and acrylic tints, tones and shades.</p>	<p>Shape, form, model and construct malleable and rigid materials – clay tiles/jars.</p>	<p>Print with two overlays using an impressed print – lino cut</p>	<p>Use a wide variety of stitches (running, back, blanket, over, cross stitch, chain stitch) to join materials and to create pattern and texture.</p> <p>Develop their own materials for collage – marbelling etc Embellish work using a variety of techniques and materials.</p>	<p>Create a piece of art that includes integrating a digital image they have taken.</p> <p>Take a photo form an unusual or thought-provoking viewpoint.</p>
<p>Year 5</p>	<p>Use different media to make marks and lines in dry media – digital mark making, pencil, charcoal, oil pastels.</p> <p>Explore colour mixing and blending with coloured pencils.</p> <p>Apply the effect of light on objects from different directions Begin to use perspective in work using a single foci point and horizon.</p>	<p>Identify and work with complementary and contrasting colours using different media – paint, pastels etc.</p> <p>Mix and match colours to create atmosphere.</p> <p>Use a variety of tools to create texture</p>	<p>Shape, form, model and construct from observation and imagination. Plan a wire sculpture through drawing and other preparatory work.</p>	<p>Print with three overlays – using card, string and small lino tiles to create block prints</p>	<p>Identify how artists use textiles.</p> <p>Create work using textiles, and various stitching techniques and embroidery stitches.</p> <p>Recreate designs from other times and cultures using a variety of materials.</p>	<p>Scan an image or take digital photographs and use software to alter them, adapt them and create work with meaning.</p> <p>Compose a photo, with thought for textural qualities, light and shade.</p>
<p>Year 6</p>	<p>Experiment with wet media to make marks, lines, patterns, textures and shapes – ink, paint, watercolour pencils.</p>	<p>Mix and match colours to create light, thinking about direction of light and its effect on images.</p>	<p>Shape, form, model and join using malleable and rigid materials – wire/junl modelling, paper, card and mod rock</p>	<p>Screen printing.</p>	<p>Use fabrics to create a 3D structure Use a range of mixed media to create collages, textiles, fabric,</p>	<p>Have opportunities to explore modernt and traditional artists using ICT and other resources.</p>



	<p>Produce accurate drawings from observation and use tonal contrast in drawings Use mixed media in artworks using a combination of areas taught – print, ink, paint, fabric, collage etc – use pattern and texture.</p> <p>Develop an awareness of composition, scale and proportion, foreground, middle ground and background.</p> <p>Scale up and down images</p>	<p>Use different media to create tints, tones, shade and mood – ink, paint, pastels oil and chalk.</p> <p>Identify how colour can portray emotion and use this in their own artwork.</p>			<p>sew onto canvas, card etc.</p> <p>Add collage to a printed or painted background.</p>	<p>Combine a selection of images using digital technology considering colour, size and rotation.</p>
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