



# FLORENCE MELLY COMMUNITY PRIMARY SCHOOL

## ART AND DESIGN CURRICULUM MILESTONES



Term	End of KS1	End of Lower KS2	End of Upper KS2
To develop ideas	<ul style="list-style-type: none"><li>Respond to ideas and starting points.</li><li>Explore ideas and collect visual information.</li><li>Explore different methods and materials as ideas develop.</li></ul>	<ul style="list-style-type: none"><li>Develop ideas from starting points throughout the curriculum.</li><li>Collect information, sketches and resources.</li><li>Adapt and refine ideas as they progress.</li><li>Explore ideas in a variety of ways.</li><li>Comment on artworks using visual language.</li></ul>	<ul style="list-style-type: none"><li>Develop and imaginatively extend ideas from starting points throughout the curriculum.</li><li>Collect information, sketches and resources and present ideas imaginatively in a sketchbook.</li><li>Use the qualities of materials to enhance ideas.</li><li>Spot the potential in unexpected results as work progresses.</li><li>Comment on artworks with a fluent grasp of visual language.</li></ul>
To master techniques	<p><b>Painting</b></p> <ul style="list-style-type: none"><li>Use thick and thin brushes.</li><li>Mix primary colours to make secondary.</li><li>Add white to colours to make tints and black to colours to make tones.</li><li>Create colour wheels.</li></ul> <p><b>Collage</b></p> <ul style="list-style-type: none"><li>Use a combination of materials that are cut, torn and glued.</li><li>Sort and arrange materials.</li><li>Mix materials to create texture.</li></ul> <p><b>Sculpture</b></p> <ul style="list-style-type: none"><li>Use a combination of shapes.</li><li>Include lines and texture.</li><li>Use rolled up paper, straws, paper, card and clay as materials.</li><li>Use techniques such as rolling, cutting, moulding and carving.</li></ul> <p><b>Drawing</b></p> <ul style="list-style-type: none"><li>Draw lines of different sizes and thickness.</li><li>Colour (own work) neatly following the lines.</li><li>Show pattern and texture by adding dots and lines.</li><li>Show different tones by using coloured pencils.</li></ul> <p><b>Print</b></p> <ul style="list-style-type: none"><li>Use repeating or overlapping shapes.</li><li>Mimic print from the environment (e.g. wallpapers).</li><li>Use objects to create prints (e.g. fruit, vegetables or sponges).</li><li>Press, roll, rub and stamp to make prints.</li></ul> <p><b>Textiles</b></p> <ul style="list-style-type: none"><li>Use weaving to create a pattern.</li><li>Join materials using glue and/or a stitch.</li><li>Use plaiting.</li><li>Use dip dye techniques.</li></ul> <p><b>Digital Media</b></p> <ul style="list-style-type: none"><li>Use a wide range of tools to create different textures, lines, tones, colours and shapes.</li></ul>	<p><b>Painting</b></p> <ul style="list-style-type: none"><li>Use a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines.</li><li>Mix colours effectively.</li><li>Use watercolour paint to produce washes for backgrounds then add detail.</li><li>Experiment with creating mood with colour.</li></ul> <p><b>Collage</b></p> <ul style="list-style-type: none"><li>Select and arrange materials for a striking effect.</li><li>Ensure work is precise.</li><li>Use coiling, overlapping, tessellation, mosaic and montage.</li></ul> <p><b>Sculpture</b></p> <ul style="list-style-type: none"><li>Create and combine shapes to create recognisable forms (e.g. shapes made from nets or solid materials).</li><li>Include texture that conveys feelings, expression or movement.</li><li>Use clay and other mouldable materials.</li><li>Add materials to provide interesting detail.</li></ul> <p><b>Drawing</b></p> <ul style="list-style-type: none"><li>Use different hardnesses of pencils to show line, tone and texture.</li><li>Annotate sketches to explain and elaborate ideas.</li><li>Sketch lightly (no need to use a rubber to correct mistakes).</li><li>Use shading to show light and shadow.</li><li>Use hatching and cross hatching to show tone and texture.</li></ul> <p><b>Print</b></p> <ul style="list-style-type: none"><li>Use layers of two or more colours.</li><li>Replicate patterns observed in natural or built environments.</li><li>Make printing blocks (e.g. from coiled string glued to a block).</li><li>Make precise repeating patterns.</li></ul> <p><b>Textiles</b></p> <ul style="list-style-type: none"><li>Shape and stitch materials.</li><li>Use basic cross stitch and back stitch.</li><li>Colour fabric.</li><li>Create weavings.</li><li>Quilt, pad and gather fabric.</li></ul> <p><b>Digital Media</b></p> <ul style="list-style-type: none"><li>Create images, video and sound recordings and explain why they were created.</li></ul>	<p><b>Painting</b></p> <ul style="list-style-type: none"><li>Sketch (lightly) before painting to combine line and colour.</li><li>Create a colour palette based upon colours observed in the natural or built world.</li><li>Use the qualities of watercolour and acrylic paints to create visually interesting pieces.</li><li>Combine colours, tones and tints to enhance the mood of a piece.</li><li>Use brush techniques and the qualities of paint to create texture.</li><li>Develop a personal style of painting, drawing upon ideas from other artists.</li></ul> <p><b>Collage</b></p> <ul style="list-style-type: none"><li>Mix textures (rough and smooth, plain and patterned).</li><li>Combine visual and tactile qualities.</li><li>Use ceramic mosaic materials and techniques.</li></ul> <p><b>Sculpture</b></p> <ul style="list-style-type: none"><li>Show life-like qualities and real-life proportions or, if more abstract, provoke different interpretations.</li><li>Use tools to carve and add shapes, texture and pattern.</li><li>Combine visual and tactile qualities.</li><li>Use frameworks (such as wire or moulds) to provide stability and form.</li></ul> <p><b>Drawing</b></p> <ul style="list-style-type: none"><li>Use a variety of techniques to add interesting effects (e.g. reflections, shadows, direction of sunlight).</li><li>Use a choice of techniques to depict movement, perspective, shadows and reflection.</li><li>Choose a style of drawing suitable for the work (e.g. realistic or impressionistic).</li><li>Use lines to represent movement.</li></ul> <p><b>Print</b></p> <ul style="list-style-type: none"><li>Build up layers of colours.</li><li>Create an accurate pattern, showing fine detail.</li><li>Use a range of visual elements to reflect the purpose of the work.</li></ul> <p><b>Textiles</b></p> <ul style="list-style-type: none"><li>Show precision in techniques.</li><li>Choose from a range of stitching techniques.</li><li>Combine previously learned techniques to create pieces.</li></ul> <p><b>Digital Media</b></p> <ul style="list-style-type: none"><li>Enhance digital media by editing (including sound, video, animation, still images and installations).</li></ul>
To take inspiration from the greats (classic and modern)	<ul style="list-style-type: none"><li>Describe the work of notable artists, artisans and designers.</li><li>Use some of the ideas of artists studied to create pieces.</li></ul>	<ul style="list-style-type: none"><li>Replicate some of the techniques used by notable artists, artisans and designers.</li><li>Create original pieces that are influenced by studies of others.</li></ul>	<ul style="list-style-type: none"><li>Give details (including own sketches) about the style of some notable artists, artisans and designers.</li><li>Show how the work of those studied was influential in both society and to other artists.</li><li>Create original pieces that show a range of influences and styles.</li></ul>

DETERMINATION. RESILIENCE. EMPOWERMENT. APPRECIATION. MOTIVATION & SAFETY

‘IF YOU CAN DREAM IT, YOU CAN DO IT!’