



Develop Ideas					
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<p>Art equipment always available in continuous provision to support children to respond to and develop ideas.</p> <p>Changing art equipment available to children supports them to explore different methods and materials whilst developing ideas.</p>	<p>Use imagination and experience to design and create British wildlife sculptures.</p> <p>Independently explore different methods and materials as ideas develop in continuous provision.</p> <p>Describe the differences and similarities between artistic techniques</p>	<p>Develop ideas from starting points through links with other areas of the curriculum.</p> <p>Collect information, sketches and resources.</p> <p>Adapt and refine ideas as they progress.</p> <p>Explore ideas in a variety of ways.</p> <p>Begin to comment on artworks using visual language with prompts.</p>	<p>Develop ideas from starting points throughout the curriculum.</p> <p>Collect information, sketches and resources.</p> <p>Adapt and refine ideas as they progress.</p> <p>Explore ideas in a variety of ways.</p> <p>Comment on artworks using visual language.</p>	<p>Develop and imaginatively extend ideas from starting points throughout the curriculum.</p> <p>Collect information, sketches and resources and present ideas imaginatively in a sketch book.</p> <p>Use the qualities of materials to enhance ideas.</p> <p>Spot the potential in unexpected results as work progresses.</p> <p>Continue to develop visual language</p>	<p>Develop and imaginatively extend ideas from starting points throughout the curriculum.</p> <p>To practise techniques of drawing in our sketch books to record observations and review and revisit ideas for our heart drawings.</p> <p>Use the qualities of materials to enhance ideas.</p> <p>Spot the potential in unexpected results as work progresses.</p> <p>Comment on artworks with a fluent grasp of visual language</p>

Master Techniques					
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<p><b>Collage</b> Use a mixture of materials and experiment with cutting, tearing and gluing to create</p> <p><b>Drawing</b> Experiment with line size, thickness, tone, texture and colour to create seaside inspired drawings.</p> <p><b>Painting</b> Explore and mix colours to create secondary colours from primary colours and tints and tones.</p> <p>Explore brush thickness for effect.</p>	<p><b>Sculpture</b> Create animal sculptures using clay considering shape, form and texture.</p> <p><b>Digital Media</b> Use own photography to support with tour guide presentations of Nottingham.</p> <p><b>Printing</b> Be inspired by African art to create printed patterns.</p> <p><b>Textiles</b> Explore Nottingham Lace and use it as inspiration.</p>	<p><b>Collage</b> Select and arrange materials in a precise way Use coiling, overlapping, tessellation, mosaic and montage to create volcanos from papier mâché</p> <p><b>Digital Media</b> Take, edit and present photographs, sound recordings and videos linked to geography/science fieldwork</p> <p><b>Textiles</b> Use shaping, basic stitching, weaving and consideration of fabric colour to create Ancient Egyptian inspired broaches.</p> <p><b>Sculpture</b> Use mouldable materials with additional materials for detail to create Ancient Greek inspired masks.</p>	<p><b>Printing</b> Create Aztec inspired designs to print T-shirt designs</p> <p><b>Painting</b> Carefully consider paints, colour, brush type and texture to create river landscape pictures</p>	<p><b>Painting</b> Painting rainforest scenes/animals beginning with accurate sketches as a starting point.</p> <p><b>Printing</b> Build up layers of colours and accurate pattern, showing fine detail to create wallpaper prints.</p> <p><b>Sculpture</b> Creating a scene from the class text 'Holes'. Creating lifelike qualities using wire sculpting and clay.</p>	<p><b>Drawing</b> Create life-like drawings of the heart paying attention to reflection, shadow, texture, perspective and the use of lines to create shape/movement</p> <p><b>Digital Media</b> Enhance digital media by editing (including sound, video, animation, still images and installations)</p> <p><b>Collage</b> Mix textures (rough and smooth, plain and patterned). Combine visual and tactile qualities. Use ceramic mosaic materials and techniques.</p>

Take inspiration from the greats					
Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<p>Drawing sea creatures – Rob Biddulph</p> <p>Collage - Andy Goldsworthy</p> <p>Picasso – Self portraits when exploring ‘All about me’</p> <p>Vincent Van Gogh – Painting plants</p>	<p>Nottingham lace manufacturing</p> <p>African Art</p>	<p>Comparing the textile work of Sheila Hicks and Kayla Mattes to inspire our broach making.</p> <p>Taking inspiration from Alaa Awad to increase awareness of different kinds of art/craft.</p> <p>Ancient Greek theatrical masks.</p>	<p>Understand cartography and how this can be adapted to make visual representations of a place through art.</p>	<p>Painting - Henry Roussou Melisse Edwards</p> <p>Printing William Morris</p> <p><u>Sculpture</u> Edmonia Lewis Terence Coventry</p>	<p>Digital Media Inspirational Artist - LS Lowry, Michael Wilford and James Stirling</p> <p>Inspirational Artist - Henri Matisse</p> <p>Inspirational Artist - Pablo Picasso</p> <p>Continuously refer back to artists, architects and designers in history for inspiration or comparison</p>