

St Wilfrid's Catholic Primary School - Art and Design Skills Curriculum 2026-2027

	Using Materials Use a range of materials to creatively design and make products	Drawing Using drawing, painting and sculpture to develop and share their ideas, experiences and imagination.	Use colour, pattern, line, form, space and shape. Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.
Three- and four-year-olds	- Explore and decide between different materials freely in order to develop their ideas about how to use them and what to make. - Know how to join different materials (tape, glue)	- Create closed shapes with continuous lines and begin to use these to represent objects. - Add detail such as a circle for a face. - Begin to show different emotions in their drawings and paintings.	- Explore different textures. - Explore colour and to respond to colour.
Reception	- Create collaboratively to share ideas, resources and skills. - Choose an appropriate tool	- Develop small motor skills to use tools competently, safely and confidently. - Return to and build on (refine) previous learning	Explore and begin to understand how colours can be changed
ELG	- Know how to use a range of small tools such as scissors, paintbrushes and cutlery. - Safely use and explore a variety of materials and tools and techniques, experimenting with colour, design, texture, form and function	- Know how to hold a pencil effectively - Share their creations	- Talk about the process they have used. - Experiment with colour, design, texture, form and function.

St Wilfrid's Catholic Primary School - Art and Design Skills Curriculum 2023

	<u>Using Materials</u> Use a range of materials to creatively design and make products	<u>Drawing</u> Using drawing, painting and sculpture to develop and share their ideas, experiences and imagination.	<u>Use colour, pattern, line, form, space and shape.</u> Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.
Reception	- Explore use and refine a variety of artist effects to express their ideas and feelings- painting, junk modelling, collage - Return to and build on their previous learning, refining their ideas and developing their ability to represent them. - Create collaboratively, sharing ideas, resources and skills.		
ELG	- Know how to use a range of small tools such as scissors, paintbrushes and cutlery. - Safely use and explore a variety of materials and tools and techniques, experimenting with colour, design, texture, form and function	- Share their creations. - Begin to draw accuracy and care when drawing.	- Talk about the process they have used. - Experiment with colour, design, texture, form and function.
Year 1	- Know how to cut, roll and coil materials - Know how to use IT to create a picture.	- know how to show how people feel in paintings and drawings. - Know how to use pencils to create lines of different thickness in drawings.	- Know how to create moods in art work. - Know the names of the primary and secondary colours. - Know how to create a repeating pattern in print.
	<u>Range of artist- study a range of artists, crafts makers and designers</u> Describe what can be seen and given an opinion about the work of an artist. Ask questions about a piece of art.		
Year 2	- Know how to create a printed piece of art by pressing, rolling, rubbing and stamping. - Know how to make a clay pot	- Choose and use three different grades of pencil when drawing. - Know how to use charcoal, pencil and pastel to create art.	- Know how to mix paint to create all the secondary colours. - Know how to create brown with paint. - Know how to create tints with paint by adding white and know how to

	and know how to join two clay finger pots together. • Know how to use different effects within an IT paint package.	• Know how to use a viewfinder to focus on a specific part of an artefact before drawing it.	create tones with paint by adding black.
	<u>Range of artist- study a range of artists, crafts makers and designers</u> • Suggest how artists have used colour, pattern and shape. • Know how to create a piece of art in response to the work of another artist.		

Range of artist to be weaved into all aspects of art.



Art and Design KS2

	<u>Using Sketchbooks</u> Create sketch books to record their observations and use them to review and revisit ideas.	<u>Drawing, painting and sculpture</u> Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials e.g., clay, pencil, charcoal, paint
Year 3	- Know how to use sketches to produce a final piece of art. - Know how to use digital images and combine with other media, know how to use IT to create art which includes their own work and that of others.	- Know how to show facial expressions in art. - Know how to use different grades of pencil to shade and to show different tones and textures. - Know how to create a background using a wash. - Know how to use a range of brushes to create different effects in paintings
	<u>Study of artist-Great artist, architects and designers from history.</u> - Know how to identify the techniques used by different artist. - Know how to compare the work of different artists. - Recognise when art is from different cultures. - Recognise when art is from different historical periods	
Year 4	- Know how to integrate digital images into artwork. - Use sketch books to help create facial expressions. - Use sketchbooks to experiment with different texture. - Use photographs to help create reflections.	- Know how to show facial expressions and body language in sketches and paintings. - Know how to use marks and lines to show textures in art. - Know how to use line, tone, shape and colour to represent figures, and forms in movement and know how to show reflections. - Know how to print onto different materials using at least four colours. - Know how to sculpt clay and other mouldable materials
	<u>Study of artist</u> <u>Great artist, architects and designers from history</u> - Experiment with the styles used by another artist. - Explain some of the features of art from historical periods. - Know how different artists developed their specific techniques.	
Year 5	- Experiment by using marks and lines to produce texture. - Experiment with shading to create mood and feeling - Experiment with media to create emotion in art. - Know how to use images created, scanned and found; altering them where necessary to create art.	- Know how to use shading to create mood and feeling. - Know how to organise line, tone, shape and colour to represent figures and forms in movement. - Know how to express emotion in art. - Know how to create an accurate print design following given criteria.
	<u>Study of artist-Great artist, architects and designers from history</u> Research the work of an artist and use their work to replicate a style.	

Year 6	• Explain why different tools have been used to create art. • Explain why chosen specific techniques have been used. • Know how to use feedback to make amendments and improvement to art. • Know how to use a range of e-resources to create art.	• Know how to overprint to create different patterns. • Know which media to use to create maximum impact. • Use a full range of pencils, charcoal or pastels when creating a piece of observational art.
	<u>Study of artist-Great artist, architects and designers from history.</u> • Explain the style of art used and how it has been influenced by a famous artist. • Understand what a specific artist is trying to achieve in any given situation. • Understand why art can be very abstract and what message the artist is trying to convey.	
Artist study to be interweaved into all aspects of art.		

