

End Point Expectations

Nursery	Educational Programme	Explore and play with a wide range of media and materials. (Such as: Explore different materials freely, to develop their					
	The development of children's artistic	ideas about how to use them and what to make. Develop their own ideas and then decide which materials to use to					
	and cultural awareness supports their	express them. Join different materials and explore different textures. Draw with increasing complexity and detail,					
	imagination and creativity. It is	such as representing a face with a circle and including details. Use drawing to represent ideas like movement or loud					
	important that children have regular	noises. Show different emotions in their drawings and paintings, like happiness, sadness, fear, etc. Explore colour and					
	opportunities to engage with the arts,	colour mixing. Show different emotions in their drawings – happiness, sadness, fear, etc)					
Reception	enabling them to explore and play with	ELG: Fine Motor Skills Children at the expected level of development will: - Hold a pencil effectively in preparation for					
	a wide range of media and materials.	fluent writing – using the tripod grip in almost all cases; - Use a range of small tools, including scissors, paint brushes					
	The quality and variety of what children see, hear and participate in is crucial for	and cutlery; - Begin to show accuracy and care when drawing.					
	developing their understanding, self-	ELG Expressive Arts and Design (Exploring and Using Media and Materials)					
	expression, vocabulary and ability to communicate through the arts. The frequency, repetition and depth of their	Children safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.					
	experiences are fundamental to their	ELG Expressive Arts and Design (Being Imaginative)					
	progress in interpreting and appreciating what they hear, respond to and observe	Children use what they have learnt about media and materials in original ways, thinking about uses and purposes. They represent their own ideas, thoughts and feelings through design and technology, art, music, dance, role play and stories.					
KS1 NC	Pupils should be taught:						
	 to use a range of materials creat 	ively to design and make products;					
	 to use drawing, painting and scu 	lpture to develop and share their ideas, experiences and imagination;					
	 to develop a wide range of art ar 	nd design techniques in using colour, pattern, texture, line, shape, form and space;					
	 about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work. 						
KS2 NC	Pupils should be taught:						
	• to develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design;						
	to create sketch books to record	their observations and use them to review and revisit ideas;					
	• to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, or paint, clay]; about great artists, architects and designers in history.						

The national curriculum for art and design aims to ensure that all pupils by the end of year 6:produce creative work, exploring their ideas and recording their experiences; become proficient in drawing, painting, sculpture and other art, craft and design techniques, evaluate and analyse creative works using the language of art, craft and design, know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms.

The model of Art and Design at Springfield. The rationale.

In the early years, the art work stems from exploration of tools and techniques to produce outcomes and through developing vocabulary related to art and artists. Pupils will show progression through outcome depending on their developmental milestones. Repetition of techniques is important to develop the necessary skills of which to build upon.

Each KS1 and KS2 art scheme of work comprises of the 5E's:

- 1) EXPLORING the work and lives of artists/ architects/crafts people throughout History.
- 2) EXPLAINING the style of the artist by practising a TECHNIQUE;
- 3) EXPANDING knowledge of the artist and their work by DESIGNING, drawing on the work of others and the techniques used;
- 4) ENGAGING in MAKING their product
- 5) EVALUATING their own and others' work.

The Art sketch book will be used to document these processes. Pupils will be taught to artistically produce 2 page spreads to present information on Artists work and to practise art skills. Photographs of their made product will be displayed alongside their evaluations in their sketch books. A sample of Products from each unit will be kept in Class Art folders.

Assessment in the early years will be made against the Early learning goals for Expressive arts and Design and in KS1 and KS2 against skills and technique as well as knowledge of a range of artists and their work. At the start of each unit, walkthrough the whole learning journey with the class, explaining the skills they will learn throughout the unit. Pupils should be encouraged to self-assess against the criteria and understand where they are going next and what they need to improve upon. Pupils will experience the following media and concepts:

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Drawing _	Painting	Printing ************************************	Collage	3D art	Artist	
					study	
Concepts of Art						
1. Line	2. Shape	3. Form	4. Colour	5. Tone	6. Space	7. Texture
Define form and shape and	Two dimensional. Positive	Three dimensional	The influence of the choice of	Light and dark and	Objects and the area around	The creation of
show the artist's	shape represents solid objects,	objects although two	colour and the relationship	contrast to create	them. Three dimensional art	actual texture or
techniques- may be actual	negative shape the	dimensional works can	between colours. The relationship	different moods, visual	creates 'real' space which takes	suggested
or implied. Actual lines can	surrounding space. Shape can	suggest or infer three	between colours (harmonious,	effects, creating the	up volume. Negative space the	through
be descriptive, expressive	be regular e.g., geometric and	dimensions.	contrasting), temperature (warm or	illusion of form,	area around objects. Space	techniques –
etc. Lines may be implied by	mathematical. Irregular shape		cool), their strength, primary,	atmosphere, depth and	implied by colour, overlapping,	actual and visual
colour, tone and texture and	is organic shape frequently		secondary, complementary, tints,	distance etc.	placement and perspective to	texture.
also leading, geometric,	occurring in nature.		shades, tones, colours -		infer three dimensions in two	
organic, mathematical lines.			communicate emotion, mood		dimensional art.	
			atmosphere etc.			



ART	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery NB: a range of tools and materials are available for self directed exploration as well as these planned opportunities.	Self Portraits in different media. Paint, Pencil	Clay Form Diva lamps.	Mixing colour Painting	Observational plants Pastel, Paint	Painting minibeasts and plants Body and Finger Printing, painting	Painting of self
Reception NB: a range of tools and materials are available for self directed exploration as well as these planned opportunities.	Paint, pencil My Family	Clay Form Diva lamps. Wrapping paper Printing Land Art Natural resources Andy Goldsworthy	Mixing colours Changing tone Painting Kandinsky	Observational plants , Snail art Pencil, pastel, paint, chalk, Talking about their own and others work	Painting sunflowers in different media, people who help us Finger and Object Printing, painting Van Gogh's sunflowers	Clay: pressure, mark making, cutting and shaping to make fish. Sea creature sculptures using junk
Y1	Self Portraits Van Gogh, Picasso, Draw, paint, collage				Animal 3D sculptures Louise bourgeois Sculpture, collage, 3D art	African Art Jasper Johns Edward Tingatinga (African Art) Paint, pattern and texture



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assessment	To apply an understanding of drawing materials and mark-making to draw from observation. Begin to use perspective by thinking about size and placement of features. Describe and compare features of their own and other's art work including those of famous artists.			Sculpting: To be able to describe the works of Louise Bourgeois and create sculptures using natural or manmade materials. To apply paper-shaping skills to make an imaginative sculpture: Showing they can apply a variety of skills to their sculpture.	Painting: To apply knowledge of colour mixing when painting. Remembering the primary/secondary colours and how to mix primary colours to make secondary colours
Y2	Still Life Make your mark. Tell a story Paint and pencil		Landscapes and Skyscapes Lowry Paint and perspectives		Sculpture: Clay
assessment	To understand how to apply expressions to illustrate a character. Making sketches that may be basic stick-like figures.		To create a city scape in the style of an artist. To describe the works of famous artists and describe their practices and disciplines.		To use impressing and joining techniques to decorate a clay tile.
Y3		Cityscapes Van Gogh, Monet, Paint, pastels Perspectives and architecture	STONE AGE TO IRON AGE ART Who were the first artists? Charcoal and paint		ROMAN 3D Clay Pottery using coiling techniques Pencil Shading techniques
assessment		Is able to use colour, texture, pattern and line to create landscapes and cityscapes in a range of materials. Is able to describe the work of at least 2 artists identifying at least 1 similarity and 1 difference.	Children are able to demonstrate a sense of light and dark in their work by shading with a reasonable degree of accuracy and skill following the four shading techniques. Able to shade from light to dark, blending tones smoothly, mostly gradually, without sudden changes.		Children are able to use more complex techniques to mould and form malleable materials, such as the coil pot technique in clay and adding detailed surface decoration.
Y4	EGYPTIANS ART EGYPTIANS ART Portraits pencil, Paint Pattern, line, texture, proportion of facial features		Local history Sheffield steel: structures Millennium galleries. Wire structures sculpture 3D materials and pencil Magdalene Odundo. Barbara Hepworth		Pencil and mixed media: North American artists Andy Warhol, Jean Michel Basquiat, John Singer Sargent

Local artist - Pete Mckee, Banksy

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assessment	Children can demonstrate good control of tools when painting and drawing and the ability to use colours and materials appropriately. They show an understanding of effective composition and item placement.		Children can respond to a stimulus and begin to make choices about materials used to work in 3D. They show an understanding of appropriate finish and present work to a good standard. Children use subject vocabulary confidently to describe and compare creative works. Use their own experiences of techniques and making processes to explain how art works may have been made.		Use subject vocabulary confidently to describe and compare creative works. Use their own experiences of techniques and making processes to explain how art works may have been made. Being able to create several pencil tones when shading and use these to create a simple 3D effect. Showing that they have explored different ways to hold the pencil and different pressures of the pencil on the paper to create line and tone
Y5	Portraits Chila Kumari Singh Burman Mixed media portraits	Rocket paintings Artist - Peter Thorpe Paint, 1 point and 2 point perspective		Still life Charcoal and Pencil Iberê Camargo Learning to use charcoal, using blending, and tone. WW2 theme	
assessment	They are able to consider the final effect created by their choice of materials. They can make clear choices about their composition of their final piece. Their portrait represents something about them. Is able to use some art vocabulary to talk about a portrait and be able to explain their opinion of an artwork.	Can consider perspective when creating a painting (1 and 2-point perspective). Lines diminish at the vanishing point.		Use charcoal for its darker tones and tactile elements. Sustain drawing over many sessions. Can consider perspective when creating drawing 1 point and 2 point perspective.	
Y6	Local artists STREET ART inc portraits	GREEK ART – VASES and architecture Pencil, Sculpture,			JAPENESE ART Artists – Hokusai and Yayoi Kusama Japanese artist

clay and 3D art

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	Pencil and paint			Thing to s
assessment	Draw with increasing confidence developing their own personal style. They know how & when to sketch and when to render more confident line, using a developing ability to skilfully control the outcomes. They should try to fairly appraise their own work and others work and understand how to improve it, accepting criticism of others. Is able to use some art vocabulary to talk about a portrait and be able to explain their opinion of an artwork. Content – Describe the art. Social, historical factors affect the work. Process – When & how made? What materials & techniques are used? Formal elements – line, tone, colour, shape, form, comp. pattern, texture. Mood – what emotions does the work convey?	Learn how to describe form from several different light sources. Know and apply very basic one-point perspective. Design and make more complex Forms in 3 dimensions, using card, wire, paper, found objects, clay or modelling materials, understanding materials, understanding how to finish and present their work to a good standard.		Pupil's painting should show a more confident ability to create 3D form, depth and distance using colour and tone. They should try to fairly appraise their own work and others work and understand how to improve it, accepting criticism of others. Is able to use some art wocabulary to talk about a portrait and be able to explain their opinion of an artwork. Content – Describe the art. Social, historical factors affect the work. Process – When & how made? What materials & techniques are used? Formal elements – line, tone, colour, shape, form, comp, pattern, texture. Mood – what emotions does the work convey?