



Mill Hill Community Primary School
Art and Design Knowledge

Art and Design

National Curriculum

KS1 Pupils should be taught:

- to use a range of materials creatively to design and make products
- to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination
- to develop a wide range of art and 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 Pupils should be taught:

- to create sketch books to record their observations and use them to review and revisit ideas taking pride in their work.
- to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]
- about great artists, architects and designers in history.

Art Core Knowledge

<p>Foundation Stage</p> <p>Expressive Arts</p> <ul style="list-style-type: none"> • Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. • Share their creations, explaining the process they have used. <p>Physical Development</p> <ul style="list-style-type: none"> • Hold a pencil effectively in 	<p>Y1</p> <ul style="list-style-type: none"> • 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 	<p>Y2</p> <ul style="list-style-type: none"> • Know how to create a printed piece of art by pressing, rolling, rubbing and stamping • Know how to make a clay pot and know how to join 2 clay finger pots together • Know how to use different effects within an IT paint package • Choose and use 3 different grades of pencil when drawing 	<p>Y3</p> <ul style="list-style-type: none"> • Know how to use sketches to produce a final piece of art • Know how to use digital images and combine with other media and 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 	<p>Y4</p> <ul style="list-style-type: none"> • Know how to integrate digital images into artwork • Use sketchbooks to help create facial expressions • Use sketchbooks to experiment with different textures • Use photographs to help create reflections • Know how to show facial expressions and body language in 	<p>Y5</p> <ul style="list-style-type: none"> • 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 	<p>Y6</p> <ul style="list-style-type: none"> • 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
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Mill Hill Community Primary School
Art and Design Knowledge

<p>preparation for fluent writing – using the tripod grip in almost all cases.</p> <ul style="list-style-type: none"> • Use a range of small tools, including scissors, paintbrushes and cutlery. • Begin to show accuracy and care when drawing. 	<ul style="list-style-type: none"> • Know the names of the primary and secondary colours • Know how to create a repeating pattern in print • Describe what can be seen and give an opinion about the work of an artist • Ask questions about a piece of art 	<ul style="list-style-type: none"> • Know how to use charcoal, pencil and pastel to create art • Know how to use a viewfinder to focus on a specific part of an artefact before drawing it • Know how to mix paint to create all of the secondary colours • Know how to create brown with paint • Know how to create tints with paint by adding white and know how to create tones with paint by adding black • 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 	<p>of pencil to shade and to show different tones and textures</p> <ul style="list-style-type: none"> • Know how to create a background using a wash • Know how to use a range of brushes to create different effects in painting • Know how to identify the different techniques used by different artists • Know how to compare the work of different artists • Recognise when art is from different cultures • Recognise when art is from different historical periods 	<p>sketches and paintings</p> <ul style="list-style-type: none"> • Know how to use marks and lines to show texture • Know how to use line, tone, shape and colour to represent figures and forms in movement • Know how to show reflections • Know how to print onto diff. materials using at least 4 colours • Know how to sculpt clay and other mouldable materials • Experiment with the styles used by other artists • Explain some of the features of art from historical periods • Know how different artists developed their specific techniques 	<ul style="list-style-type: none"> • 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 a given criteria • Research the work of an artist and use their work to replicate a style 	<p>create different patterns</p> <ul style="list-style-type: none"> • Know which media to use to create maximum impact • Use a full range of pencils, charcoal or pastels then creating a piece of observational art • 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
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Mill Hill Community Primary School
Art and Design Knowledge

Art Developmental Knowledge						
Aspect	Reception and Y1	Y2	Y3	Y4	Y5	Y6
Sketch book	1.1 Record ideas and experiences in a sketch book or journal (Y1 only)	2.1 Continue to develop the use of a sketch book as a place to record ideas and work on techniques.	3.1 Continue to develop the use of a sketch book as a place to record ideas and work on techniques.	4.1 Continue to develop the use of a sketch book as a place to record ideas and work on techniques.	5.1 Continue to develop the use of a sketch book as a place to record ideas and work on techniques.	6.1 Continue to develop the use of a sketch book as a place to record ideas and work on techniques.
Developing ideas	1.2 Draw from or talk about experiences, creative ideas and observations.	2.2 Develop ideas from a variety of starting points, including the natural world, man-made objects, fantasy and stories.	3.2 Identify interesting aspects of objects as a starting point for work.	4.2 Select and record visual and other information to develop ideas on a theme.	5.2 Explain how an idea has developed over time.	6.2 Explain intentions when developing ideas, identifying any changes and improvements made as work progresses.
Selection	1.3 Describe the sensory properties of a range of different materials and decide which ones to use when making something.	2.3 Choose appropriate materials and techniques for a given project.	3.3 Explain the purpose of a given task and identify the ideal materials and tools for the job.	4.3 Investigate, combine and organise visual and tactile qualities of materials and processes when making something.	5.3 Combine a range of media within a piece of work and explain the desired effect.	6.3 Describe how the techniques and themes used by other artists and genres have been developed in their own work.
Drawing	1.4 Use line to represent a shape or outline.	2.4 Use line and tone to draw shape, pattern and texture.	3.4 Use a range of drawing media to draw natural and man-made items, giving attention to pattern, shape and form.	4.4 Draw from close observation to capture fine details.	5.4 Use simple rules of perspective in drawings of figures and buildings.	6.4 Use a variety of media to represent light, shade, form, pattern and texture in a range of drawing work.
Painting	1.5 Apply paint using a range of tools (e.g.	2.5 Mix paint colours to suit a task.			5.5 Use paint application techniques	6.5 Use paint techniques



Mill Hill Community Primary School
Art and Design Knowledge

	large brushes, hands, feet, rollers and pads).		3.5 Copy and create patterns and textures with a range of paints.	4.5 Add textural materials to paint, to create a desired effect.	to create mood and atmosphere in a painting.	characteristic of a specific genre (e.g. particular brush strokes, colours and paint application techniques)
3D	1.6 Handle and manipulate rigid and malleable materials and say how they feel.	2.6 Use modelling materials to create an imaginary or realistic form.	3.6 Use a range of modelling materials and tools, choosing the one most appropriate to a given task.	4.6 Add embellishments and decorations to enhance a form or sculpture.	5.6 Carve and sculpt materials using a range of tools and finishing techniques (e.g. sanding, etching and smoothing)	6.6 Create abstract forms choosing appropriate materials and tools, demonstrating the awareness and influence of a specific art genre.
Printmaking	1.7 Create simple mono prints using a range of printing utensils.	2.7 Create single and multi-coloured prints using a range of printing techniques.	3.7 Make repeat pattern prints for decorative purposes using various natural materials.	4.7 Use a motif and stencil to create a mono or repeat print.	5.7 Create a detailed block for printing using string, card, foam or lino.	6.7 Using digital software, create abstract prints which involve experimentation with colour, size, shape and repetition.
Collage	1.8 Cut and tear paper and glue it to a surface.	2.8 Cut and tear fabrics and papers, attaching them using different joining techniques.	3.8 Use a variety of materials to create a collage on a theme.	4.8 Create a photo montage of digital images to create a particular purpose.	5.8 Create a monochromatic collage which incorporates text.	6.8 Embellish a 3D form using collage techniques (decoupage)
Photography	1.9 Take a self-portrait or a photograph of someone else.	2.9 Use a zoom feature to show an object in detail.	3.9 Take photographs and explain their creative vision.	4.9 Take a picture from an unusual or thought-provoking point of view.	5.9 Compose a photograph with an emphasis on textural qualities, light and shade.	6.9 Combine images using digital technology, colour, size and rotation.



Mill Hill Community Primary School
Art and Design Knowledge

Colour	1.10 Name primary colours and collate colours.	2.10 Select and match colours when painting from observation, explaining how different colours make them feel.	3.10 Create and use a palette of natural colours to paint from outdoor observation.	4.10 Use complementary and contrasting colours for effect.	5.10 Add black and white to paint to create subtle tints and tones, light and shade.	6.10 Mix and use colour to reflect mood and atmosphere.
Pattern	1.11 Create a simple pattern using colours and shapes.	2.11 Create patterns using natural materials (e.g. pebbles, sticks, shells, leaves and petals).	3.11 Imprint a range of patterns into modelling materials (e.g. clay, dough and papier mache)	4.11 Use bold colour and geometric shapes to create a graphic-style print.	5.11 Use rubbing techniques (frottage art) to collect patterns and textures.	6.11 Use pattern to add detail, movement and interest to a piece of work.
Line and tone	1.12 Use lines of different thickness.	2.12 Use tone to show light and shade.	3.12 Use line to add surface detail to a drawing, print or painting.	4.12 Use tone to emphasise form in drawing and painting.	5.12 Use cross-hatching to add tonal detail. 5.13 Create cylindrical and spherical forms using a range of media and scales.	6.12 Use pen and ink to add line, tone and perspective using tonal ink wash.
Form	1.13 Use modelling materials to create a realistic or imagined form.	2.13 Build simple thumb pots using clay, including rolling out clay on a board.	3.13 Create natural forms such as shells, leaves, flowers and animals.	4.13 Use 3D materials to sculpt a human form.	5.13 Create cylindrical and spherical forms using a range of media and scales.	6.13 Use 3D shapes to create an abstract form or sculpture, juxtaposing individual components.
Evaluating	1.14 Outline personal likes and dislikes regarding their own work.	2.14 Explain the main successes and challenges encountered when completing a piece of artwork.	3.14 Make suggestions for ways to adapt/improve their own artwork.	4.14 Comment on similarities/differences between own and others' work, describing what they feel about both.	5.14 Compare and comment on ideas/methods/approaches in own and others' work.	6.14 Explain how studying other artists' work has influenced and developed their own. Adapt and refine



Mill Hill Community Primary School
Art and Design Knowledge

Appreciating	1.15 Outline personal likes and dislikes regarding a piece of art.	2.15 Explain what they like/dislike about an artwork, comparing it with other pieces of art.	3.15 Use a range of artistic vocabulary to compare artworks of a particular genre or movement.	4.15 Compare and comment on a number of artworks on a similar theme, explaining the approaches taken by different artists or genres.	5.15 Explain how a piece or artwork makes them feel, explaining views by reference to effects (e.g. colour and pattern).	own work in the light of evaluations. 6.15 Describe and explain the ideas, methods and techniques used to create artwork on a particular theme or genre.
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