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| **Art and Design** | | **Cycle A** | |
|  |  | **By the end of Year 4** |
| **To develop ideas** |  | • Develop ideas from starting points throughout the curriculum. • Collect information, sketches and resources. • Adapt and refine ideas as they progress. • Explore ideas in a variety of ways. • Comment on artworks using visual language. |
| **To master techniques** | **Painting** | • Use a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines. • Mix colours effectively. • Use watercolour paint to produce washes for backgrounds then add detail. • Experiment with creating mood with colour. |
|  | **Collage** |  |
|  | **Sculpture** |  |
|  | **Drawing** | • Use different hardnesses of pencils to show line, tone and texture.  • Annotate sketches to explain and elaborate ideas.  • Sketch lightly (no need to use a rubber to correct mistakes).  • Use shading to show light and shadow.  • Use hatching and cross hatching to show tone and texture. |
|  | **Print** |  |
|  | **Textiles** | • Shape and stitch materials.  • Use basic cross stitch and back stitch.  • Colour fabric.  • Create weavings.  • Quilt, pad and gather fabric. |
|  | **Digital media** | • Create images, video and sound recordings and explain why they were created. |
| **To take inspiration from the greats (classic and modern)** |  | • Replicate some of the techniques used by notable artists, artisans and designers. • Create original pieces that are influenced by studies of others. |

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| **Art and Design** | | **Cycle B** | |
|  |  | **By the end of Year 4** |
| To develop ideas |  | • Develop ideas from starting points throughout the curriculum. • Collect information, sketches and resources. • Adapt and refine ideas as they progress. • Explore ideas in a variety of ways. • Comment on artworks using visual language. |
| To master techniques | Painting |  |
|  | Collage | • Select and arrange materials for a striking effect. • Ensure work is precise. • Use coiling, overlapping, tessellation, mosaic and montage. |
|  | Sculpture | • Create and combine shapes to create recognisable forms (e.g. shapes made from nets or solid materials). • Include texture that conveys feelings, expression or movement. • Use clay and other mouldable materials. • Add materials to provide interesting detail. |
|  | Drawing | • Use different hardnesses of pencils to show line, tone and texture.  • Annotate sketches to explain and elaborate ideas.  • Sketch lightly (no need to use a rubber to correct mistakes).  • Use shading to show light and shadow.  • Use hatching and cross hatching to show tone and texture. |
|  | Print | • Use layers of two or more colours.  • Replicate patterns observed in natural or built environments.  • Make printing blocks (e.g. from coiled string glued to a block).  • Make precise repeating patterns. |
|  | Textiles |  |
|  | Digital media |  |
| To take inspiration from the greats (classic and modern) |  | • Replicate some of the techniques used by notable artists, artisans and designers. • Create original pieces that are influenced by studies of others. |