



# Scheme of Work

## Art & Design

Academic Year 2022/2023

# Reception (EYFS)

Exploring and developing ideas	Begin to use simple images and artefacts and explore how they might be used to develop own work.
Knowledge and Understanding	Explore different materials in order to develop ideas about how to use them.
	Experience images and artefacts of works of art.
Drawing	Introduce different drawing media. Pencil, pencil crayon and pastel.
	Explore different techniques with the media.
	Begin to demonstrate accuracy and care when drawing.
	Draw a portrait to include key features: face, eyes, nose, mouth and hair (possibly ears).
Painting	Colour mixing, using primary colours to make other colours.
	Introduce brush sizes.
	Introduce simple brush techniques using different kind and size of brush.
	Experiment with a variety of paints e.g. powder, poster and tempera.
Printing	Make rubbings of suitable raised surfaces.
	Use paint to create prints from natural materials e.g. leaves, fruit and vegetables.
Collage	Create a simple design using paper, card, textiles, natural materials, man-made materials and recycled materials.
	Begin to understand how these materials can be secured to create a collage.
	Understand how to use simple tools safely.
Textiles	Create a simple stitched pattern
	Use broad ribbons to create a simple weaving
3D Modelling	Experiment with a variety of malleable media – playdough, salt dough, clay and papier mâché.
	Make a simple 3-D object using recycled materials.
Evaluating & Developing Work	Talk about what they have produced, using simple artistic vocabulary.
	Say what they like about their own and others art work.

# Year 1

Exploring and developing ideas	Begin to collect simple ideas and sketches.
	Use images and artefacts to develop ideas for own work.
Knowledge and Understanding	Explore and use a range of artistic processes.
	Begin to explore tactile elements in images and artefacts e.g. colour, pattern, texture and shape.
	Begin to explore the work of a range of artists, craft makers and designers.
	Begin to make links between the work of crafts people and own work.
Drawing	Develop the use of the different media, becoming more confident in using and experimenting with different techniques.
	Introduce the use of charcoal and inks.
	Produce simple line drawings in a variety of media.
	Begin to explore using lighter and darker tones to show shapes and perspective.
	Draw 2D shapes
	Draw a portrait including improved position of features of face, eyes, nose, ears, mouth and hair.
Painting	Colour mixing, using primary and secondary colours.
	Introduce the notion of shades of colour.
	Use of washes to create a background.
	Development of the correct use of brush size and techniques.
	Use of a variety of paints, making choices as to the most suitable option for a task.
Printing	Build on previous experiences by introducing man-made materials e.g. string, cork and sponge
	Use printing to create a repeated pattern.
	Create a simple picture using hard and soft materials
Collage	Begin to make choices about which materials to use.
	Know how to cut and tear correctly and safely.
	Use glue and paste efficiently in securing different materials.
Textiles	Know how to thread a large hole needle and create a stitched pattern.
	Use chunky wool to create a small weaving

# Year 1

3D modelling	Experiment with techniques such as pinching and rolling when working with malleable materials.
	Use simple tools and objects to make impressions on malleable materials.
	Make a simple clay tile.
Evaluating and developing work	Discuss own work using increasing understanding of artistic vocabulary, expressing how they proceeded with the piece of art work and what they might like to try again in order to improve.
	Talk about own work and that of other artists, expressing their likes and dislikes.

Exploring and developing ideas	Plan and develop simple ideas.
	Collect ideas for colour, textures and patterns.
	Use a wider range of images and artefacts in the exploration and preparation of own work.
Knowledge and Understanding	Explore and use a wider range of artistic processes and how they can be matched to own ideas and plans.
	Explore a wider range of visual and tactile images, building on previous experiences to include e.g. line, tone, form and space.
	Consider the similarities and differences between the different practices and disciplines of a range of artists, craft makers and designers.
	Select an artist, craft maker or designer and use their techniques in own work.
Drawing	Further develop confidence and understanding in the use of different techniques with each media.
	Pencil – shading techniques (hatch, cross hatch, stipple, scribble)
	Pencil crayon – shading and use of tones Ink – shading Charcoal – smudging, shading and blending Pastel – mixing, smudging and blending
	Show increasing control of media producing recognisable images from first-hand observation or other stimulus.
	Begin to draw outlines of simple 3D shapes using a ruler (where necessary).
	Draw a portrait including improved position and more detail of features for face, eyes, nose, ears, mouth and hair.
Painting	Introduction of the colour wheel.
	To be selective in the choice of colour by looking at different shades of paint.
	Further develop the selection of brushes using increasingly complex techniques e.g. stippling and spattering.
	Experiment with choices of paints, sometimes adding other materials to give texture e.g. paste, sand or flour.
	Introduce the use of water colour.

	Printing	Use equipment correctly producing a clean printed image.
		Make informed choices when creating a picture using printing techniques.
		Experiment with over-printing and colour.
	Collage	Begin to investigate textures in materials.
		Create texture by e.g. screwing, scrunching and plaiting.
		Experiment with colour and texture to create patterns or images.
	Textiles	Develop the ability to stitch two pieces of fabric together e.g. creating a simple finger puppet.
		Make careful choices in selecting coloured wools to create a weaving of different patterns.
	3D modelling	Develop techniques in order to join pieces of malleable materials together.
		Use simple tools to shape, etch and carve.
		Create a simple 3-D object using malleable materials.
	Evaluating and developing work	Reflect and explain the successes and challenges in a piece of completed artwork, using correct artistic vocabulary.
		Identify changes they might make or how the work may be developed further
		Discuss the techniques used in a piece of art work done by themselves or other artists, using an increasing range of artistic language.
		Express thoughts and feelings about a piece of artwork.

Exploring and developing ideas	Create a sketch book to record what has been observed.
	Use the sketch book to collect ideas from images and artefacts
	Use the sketch book to formulate ideas for own work.
Knowledge and Understanding	Continue to explore a growing range of artistic processes and materials, making informed choices of which to use in their own work.
	Continue to explore a growing range of images and artefacts and how visual and tactile elements including texture, colour and space are used for different purposes.
	Begin to compare and contrast works of art from different times and places.
	Begin to compare the ideas, methods or approaches used by artists, craftspeople and designers working in different styles and traditions.
Drawing	Develop the ability to make informed choices of drawing media.
	Develop an understanding of pencil gradings and the effect they can have on shading.
	Begin to develop an understanding of perspective.
	Continue to develop drawings of 3D shapes using a ruler (where needed), begin to shade to reflect the light source.
	Continue to develop the ability to depict texture and shade in a drawing, experimenting with: Stipple Scribble Hatching Cross hatching
	Draw a portrait including improved position and some detail of the features of the face
Painting	Further develop the use and techniques of colour mixing.
	Use of light and dark and complimentary colours.
	Develop the ability to make choices when considering texture.
	Understand how to create a background using a wash.
Printing	Print simple pictures using different printing techniques.
	Print a simple picture using more than one colour.
	Introduce the use of ink and dye for printing.

Collage	Begin to develop the use of natural materials to create an image.
	Develop an understanding of how different media can represent the same image.
Textiles	Begin to develop an understanding of the different stitches that can be used in sewing.
	Design and make a simple object made of fabric.
	Begin to create weavings using a wider variety of materials, e.g. ribbons, lace lengths of fabric etc.
3D modelling	Use equipment and media with growing confidence.
	Begin to demonstrate an understanding of perspective and third dimension in objects.
	Make “joins” successfully.
	Use techniques to demonstrate surface texture.
	Begin to develop pinch, coil and slab techniques.
	Begin to use appropriate language for skills and techniques.
Evaluating and developing work	Evaluate a completed piece of their own artwork, describing any changes they made to their original idea.
	Discuss own and others work, using an increased knowledge and understanding of artistic vocabulary and techniques
	Express their thoughts and feelings about their own and others work.



Exploring and developing ideas	Develop the use of a sketch book to record what has been observed and imagined, by adding simple annotation.
	Use a wider range of images and artefacts to record ideas in a sketch book.
	Use the sketch book to formulate ideas for own work, adding simple annotation.
Knowledge and Understanding	Experiment with a wider range of processes and materials, making choices of which to use in their own work and explain the rationale behind these choices.
	Study more intricate and detailed images and artefacts, describing the artistic elements used to create the pieces of artwork.
	Study a wider range of art works and demonstrate an understanding of how these can reflect the time and place they were created.
	Compare the ideas, methods or approaches used by a wider range of artists, craftspeople and designers working in different styles and traditions.
Drawing	Begin to produce more intricate drawings using tones, lines and shadings.
	Develop a more accurate use of shading.
	Continue to experiment with texture and pattern on a surface, considering which part of the pattern should be lighter or darker.
	Continue to develop drawings of 3D shapes using a ruler (where needed), develop shading techniques using light and dark gradients more accurately.
	Draw a portrait including accurate position and greater detail of the features of the face.
Painting	Control the types of paint marks made, experimenting with different effects and textures including blocking in colour, washes and thickened paint.
	Increasing use of light and dark and complimentary colours.
	Mix colours, shades and tones with increasing confidence.
	Begin to develop a painting from a drawing.
	Work in the style of a selected artist.
Printing	Introduce printing on fabric, e.g. tie dye and batik.
	Combine prints from different objects to produce a piece of work.
	Create repeated patterns in print.

Collage	Introduce the use of fabric in collage understanding that there are different techniques that can be used to secure the fabric, e.g. stitching, gluing etc.
	Develop the use of mixed-media in collage e.g. recycled, man-made and natural materials
Textiles	Create a design on fabric using a variety of stitches.
	Design and make an object from fabric adding embellishments that enhance the design.
	Create a weaving which depicts an image, mood etc, choosing colours and textures that accurately represent the original idea, e.g. waves in water, autumn foliage, the night sky.
3D modelling	Use recycled, man-made and natural materials to produce sculptures.
	Develop the use of clay to create objects and models, demonstrating the use of a slip to make a join.
	Develop a deeper understanding of the characteristics of materials e.g. clay would dry if left out in the air, card would buckle if not thick enough for the task etc.
	Work in a safe organised way.
	Use language which is appropriate to the skill and technique.
Evaluating and developing work	Evaluate a completed piece of their own artwork, describing any changes they made to their original idea, and why that decision was made.
	Discuss own and others work, expressing likes and dislikes, using their increasing knowledge and understanding of artistic vocabulary and techniques.

Exploring and developing ideas	Further develop the use of a sketch book to record what has been observed and imagined, by adding annotation detailing colours, textures, pattern and materials.
	Use a wider range of images and artefacts to record ideas in a sketch book, ensuring thought has been given to the desired outcome.
	Use the sketch book to formulate ideas for own work, adding more detailed annotation.
Knowledge and Understanding	Begin to develop a more adventurous approach to their choice of artistic processes and materials and critically explain how these choices affected their work.
	Use detailed images and artefacts to act as a stimulus for own work, describing why they have selected particular elements to use in their own work.
	Develop a deeper understanding of how works of art and design reflect and shape our history.
	Develop a growing knowledge of great artists, craftspeople and designers, understanding the historical and cultural development of their art form.
Drawing	Work in a sustained and independent way to produce a detailed drawing.
	Further develop an understanding of perspective and the use of a horizon.
	Begin to develop an awareness of composition, scale and proportion.
	Begin to develop own style using mixed media.
	Develop shading techniques on a wide range of 3D shapes, applying shading and texture techniques used in previous year groups (Stipple, Scribble, Hatching, Cross hatching). Develop the use of shadows based on light source.
	Draw a portrait with accurate positioning of features adding in shading and detail.
Painting	Confidently control the types of paint marks made, building on previous experience.
	Mix and match colours and shades to create atmosphere and light effects.
	Begin to develop own style of painting.
Printing	Further develop the use of colour, experimenting with overlaying.
	Begin to overlay prints with other media.
	Use print on fabric as a starting point for embroidery.
Collage	Develop a deeper understanding of texture, colour, tone and composition when creating a collage.
	Begin to develop own style in the production of a collage, stating why they have chosen a particular media or technique.

Textiles	Use fabric that has been previously hand-printed and embellish it with detailed stitching to create a finished piece of artwork.
	Design and make an object using fabric which entails seams and joins.
	Further develop the creative use of weaving to represent an image, demonstrating a deeper understanding of the use of suitable materials, texture and colour.
3D modelling	Demonstrate a growing confidence in the use of pinching, coiling and slabbing to produce an end product.
	Begin to develop an understanding of how to finish a piece of work e.g. paint, glaze and polish.
	Use a variety of materials to make more detailed sculptures.
	Confidently use the correct language for the skills and processes engaged in.
Evaluating and developing work	Evaluate a completed piece of their own artwork and the processes involved in the production of this piece. Describe how this experience will assist them in future pieces of artwork.
	Discuss own and others work, comparing it to artists who have worked in a similar way.

Exploring and developing ideas	Confidently use a sketch book to accurately record what has been observed and imagined, annotating with increased detail.
	Develop a deeper understanding of different sources of inspiration, recording these in a sketch book which can then be used to develop own ideas.
	Use the sketch book to formulate ideas for own work, adding detailed and more complex annotation.
Knowledge and Understanding	Confidently and creatively, invent their own pieces of artwork, building upon the knowledge and understanding of artistic processes and materials they have previously gained.
	Confidently and creatively use the knowledge and understanding they have previously gained from studying the visual and tactile elements of a wide variety of images and artefacts to plan and carry out a detailed piece of artwork.
	Confidently discuss how works of art, craft and design reflect and shape our history and can contribute to the culture, creativity and wealth of our nation.
	Develop a wider knowledge of great artists, craftspeople and designers and how they have influenced their own artistic thinking.
Drawing	Work in a sustained and independent way to produce own style of drawing.
	Work over a period of time and a number of sessions to produce a one detailed piece of work.
	Confidently work in own style using mixed media.
	Demonstrate a growing awareness and confidence in the use composition, scale and proportion.
	Use different techniques for different purposes, understanding which works well and why.
	Apply 3D shading techniques (including shadows) when drawing shapes within a composition.
	Draw an accurate portrait to include all features proportioned with detail and shading
Painting	Work in a sustained and independent way to develop own style of painting.
	Display a confident understanding of colour, tone, shade and special effects, understanding which will work well and why.

Printing	Confidently develop a range of printing techniques selecting the correct process for a desired effect.
	Produce detailed prints using a variety of techniques.
	Be confident in explaining the processes of printing and why choices were made for a given piece.
Collage	Work in a confident and sustained way over a period of time to produce a more detailed and intricate collage.
	Understand what techniques work well in a particular situation and why.
	Show a growing confidence in the choice of colour, tone and texture in the development of their own particular style of collage.
Textiles	Design and produce a simple garment using fabric, full- scale or miniature. To include seams, joins and fastenings.
	Create a weaving which can then be used to make another object e.g. a cushion cover, mobile phone cover.
3D modelling	Work in a sustained and independent way over a period of time to produce a detailed sculpture or object. Demonstrate care in storing the work in order to recommence at a later time.
	Confidently demonstrate the skills and techniques previously, learned and how these can be further developed, adapted or altered as work progresses.
	Recognise and discuss sculptural forms in the environment.
	Demonstrate how these may be used to influence future work.
Evaluating and developing work	Confidently evaluate a completed piece of their own artwork using detailed artistic vocabulary, outlining how their work could be improved in the future.
	Confidently use artistic vocabulary and an understanding of artistic techniques to critically review their own and others work.