



# Art

## Curriculum End Points EYFS and KS1

### By the end of Nursery

- Know that they can make marks on paper and other surfaces
- Know how to match colours
- Know that they can make things with tools and their hands

### By the end of Reception

- Know the names of some drawing equipment
- Can name and sort colours
- Know that art can be made from different materials and can be different sizes

### By the end of Year 1

- Draw from or talk about experiences, creative ideas and observations.
- Use lines to represent a shape or outline, use lines of different thickness
- Apply paint using a range of tools (brushes, hands, feet, rollers)
- Name the primary colours and collate colours into groups of similar shade
- Create a simple pattern using colours and shapes
- Name the tools, materials, techniques that they use (colours, shapes, tones etc.)
- Cut and tear paper and glue it to a surface
- Use modelling materials to create a realistic image or form
- Outline personal likes and dislikes regarding their own work and others.

### By the end of Year 2

- Identify that different forms of creative work are made by artists, craftspeople and designers, from all cultures
- Use drawing to record ideas and develop ideas
- Use line and tone to draw shape, pattern and texture.
- Use tone to show light and shade
- Mix paint colours to suit a task.
- Select and match colours when painting from observation
- Develop care and control over materials and tools used
- Know that there are different malleable materials that can be moulded into sculptures
- Explain the main successes and challenges encountered when completing a piece of art work.

## Curriculum End Points LKS2

### By the end of Year 3

- Describe the work of artists, craftspeople and designers studied
- Use a sketchbook for recording observations and research; planning and shaping ideas
- Use a range of drawing media to draw natural and man-made items, giving attention to pattern, shape and form. (pencil, charcoal, chalk, pastel)
- Copy and create patterns and textures with a range of paints
- Use paints in different ways eg. blocking in colour and colour washes
- Develop practical skills by experimenting with a range of different materials and techniques
- Imprint a range of patterns into modelling material (eg. clay)



- Use a variety of materials to create a collage on a theme
- Reflect upon what they like and dislike about their work in order to improve it

#### By the end of Year 4

- Describe some of the key ideas, techniques and working practices of the artists, craftspeople and designers studied.
- Use a sketchbook and drawing to improve understanding, inform ideas and plan for an outcome
- Draw from close observation to capture fine details
- Know how to use light and shade in drawings
- Use complementary and contrasting colours for effect
- Apply technical skills learnt to improve the quality of work-eg. in painting, select and use different brushes for different purposes, adding textured materials to paint
- Use tone to emphasise form in drawing and painting
- Use 3D materials to sculpt a form.
- Comment on similarities/differences between their work, that of others and artists describing what they feel about them.

### Curriculum End Points UPKS2

#### By the end of Year 5

- Research and discuss the ideas and approaches of various artists, craftspeople and designers, taking account of their cultural context and intention
- Explain how an idea has developed over time.
- Confidently and independently use sketchbooks for a variety of purposes including: recording observations; developing ideas; testing materials; planning and recording information
- Use simple rules of perspective in drawings of figures and buildings.
- Use cross hatching to add tonal detail
- Know how to create tints and shades
- Use paint application techniques to create mood and atmosphere in a painting.
- Know how to use casting to create sculptures
- Compare and comment on ideas/methods/ approaches in own and others' work

#### By the end of Year 6

- Describe, interpret and explain the work, ideas and working practices of some significant artists, craftspeople and designers, taking account of the influence of the historical, cultural and social contexts in which they have worked
- Investigate, research and test ideas and plans using sketchbooks
- Know how to combine different drawing techniques
- Use a variety of media to represent light, shade, form, pattern and texture in a range of drawing work.
- Use pattern to add detail, movement and interest to a piece of work
- Mix and use colour to create mood and atmosphere