

Year 3—Art knowledge organiser

Art and Design—By the end of Year 3 I will know / be able to ...

Generating Ideas Skills of Designing & Developing Ideas	<ul style="list-style-type: none"> - gather and review information, references and resources related to my ideas and intentions. - use a sketchbook for different purposes, including recording observations, planning and shaping ideas.
Making Skills of Making Art, Craft and Design	<ul style="list-style-type: none"> - develop practical skills by experimenting with, and testing the qualities of a range of different materials and techniques. - elect, and use appropriately, a variety of materials and techniques in order to create my own work..
Evaluating Skills of Judgement and Evaluation	<ul style="list-style-type: none"> - take the time to reflect upon what I like and dislike about my work in order to improve it (for instance I think carefully before explaining to my teacher what I like and what I will do next)
Knowledge and understanding Acquiring and applying knowledge to inform progress	<ul style="list-style-type: none"> - about and describe the work of some artists, craftspeople, architects and designers - and be able to explain how to use some of the tools and techniques I have chosen to work with.

Drawing	Painting and colour	Texture	Pattern	Printing	Form
<ul style="list-style-type: none"> - Experiment with ways in which surface detail can be added to drawings. - Use journals to collect and record visual information from different sources. - Draw for a sustained period of time at an appropriate level. <p>Lines and Marks</p> <ul style="list-style-type: none"> - Make marks and lines with a wide range of drawing implements: Charcoal, pencil, crayon, chalk pastels, pens etc. <p>Experiment with different grades of pencil and other implements to create lines and marks.</p> <p>Tone</p> <ul style="list-style-type: none"> - Experiment with different grades of pencil and other implements to achieve variation in tone. - Apply tone in a drawing in a simple way. <p>Texture</p> <ul style="list-style-type: none"> - Create textures with a wide range of drawing implements. - Apply a simple use of pattern and texture in a drawing 	<ul style="list-style-type: none"> - Experiment with different effects and textures including blocking in colour, washes, thickened paint creating textural effects. - Work on a range of scales e.g. thin brush on small picture etc. - Create different effects and textures with paint according to what they need for the task. <p>Colour</p> <ul style="list-style-type: none"> - Mix colours and know which primary colours make secondary colours. - Use more specific colour language. - Mix and use tints and shades. 	<ul style="list-style-type: none"> - Use a variety of techniques, e.g. printing, dyeing, weaving and stitching to create different textural effects. - Match the tool to the material. - Develop skills in stitching, cutting and joining. - Experiment with paste resist. 	<ul style="list-style-type: none"> - Experiment with a range of collage techniques such as tearing, overlapping and layering to create images and represent textures. - Use collage as a means of collecting ideas and information and building a visual vocabulary. 	<ul style="list-style-type: none"> - Create printing blocks using an impressed or relief method. - Create repeating patterns. - Print with 2 colour overlays. 	<ul style="list-style-type: none"> - Plan, design and make models from observation or imagination. - Join clay adequately and construct a simple base for extending and modelling other shapes. - Create surface patterns and textures in a malleable material. - Use papier mache to create a simple 3D object.

Year 4—Art knowledge organiser

Art and Design—By the end of Year 4 I will know / be able to ...

Generating Ideas Skills of Designing & Developing Ideas	- select and use relevant resources and references to develop their ideas. - use sketchbooks, and drawing, purposefully to improve understanding, inform ideas and plan for an outcome. (for instance, sketchbooks will show several different versions of an idea and how research has led to improvements in their proposed outcome.)
Making Skills of Making Art, Craft and Design	- investigate the nature and qualities of different materials and processes systematically. - apply the technical skills they are learning to improve the quality of their work. (for instance, in painting they select and use different brushes for different purposes)
Evaluating Skills of Judgement and Evaluation	- regularly reflect upon their own work, and use comparisons with the work of others (pupils and artists) to identify how to improve.
Knowledge and understanding Acquiring and applying knowledge to inform progress	- about and describe some of the key ideas, techniques and working practices of a variety of artists, crafts makers, architects and designers that they have studied. - about, and be able to demonstrate, how tools they have chosen to work with, should be used effectively and with safety.

Drawing	Painting and colour	Texture	Pattern	Printing	Form
<p>- Experiment with ways in which surface detail can be added to drawings.</p> <p>- Use journals to collect and record visual information from different sources.</p> <p>- Draw for a sustained period of time at an appropriate level.</p> <p>Lines and Marks</p> <p>- Make marks and lines with a wide range of drawing implements: Charcoal, pencil, crayon, chalk pastels, pens etc.</p> <p>- Experiment with different grades of pencil and other implements to create lines and marks.</p> <p>Tone</p> <p>- experiment with different grades of pencil and other implements to achieve variation in tone.</p> <p>- Apply tone in a drawing in a simple way.</p> <p>Texture</p> <p>- Create textures with a wide range of drawing implements.</p> <p>- Apply a simple use of pattern and texture in a drawing</p>	<p>Experiment with different effects and textures including blocking in colour, washes, thickened paint creating textural effects.</p> <p>- Work on a range of scales e.g. thin brush on small picture etc.</p> <p>- Create different effects and textures with paint according to what they need for the task.</p> <p>Colour</p> <p>- Mix colours and know which primary colours make secondary colours.</p> <p>- Use more specific colour language.</p> <p>- Mix and use tints and shades.</p>	<p>Use a variety of techniques, e.g. printing, dyeing, weaving and stitching to create different textural effects.</p> <p>- Match the tool to the material.</p> <p>- Develop skills in stitching, cutting and joining.</p> <p>- Experiment with paste resist.</p>	<p>Experiment with a range of collage techniques such as tearing, overlapping and layering to create images and represent textures.</p> <p>- Use collage as a means of collecting ideas and information and building a visual vocabulary.</p>	<p>- Create printing blocks using an impressed or relief method.</p> <p>- Create repeating patterns.</p> <p>- Print with 2 colour overlays.</p>	<p>Plan, design and make models from observation or imagination.</p> <p>- Join clay adequately and construct a simple base for extending and modelling other shapes.</p> <p>- Create surface patterns and textures in a malleable material.</p> <p>- Use papier mache to create a simple 3D object.</p>

Year 5—Art knowledge organiser

Art and Design—By the end of Year 5 I will know / be able to ...

Generating Ideas Skills of Designing & Developing Ideas	<ul style="list-style-type: none"> - engage in open ended research and exploration in the process of initiating and developing my own personal ideas - confidently use sketchbooks for a variety of purposes including: recording observations; developing ideas; testing materials; planning and recording information.
Making Skills of Making Art, Craft and Design	<ul style="list-style-type: none"> - confidently investigate and exploit the potential of new and unfamiliar materials (for instance, try out several different ways of using tools and materials that are new to me - use my acquired technical expertise to make work which effectively reflects their ideas and intentions.
Evaluating Skills of Judgement and Evaluation	regularly analyse and reflect on my progress taking account of what they hoped to achieve.
Knowledge and understanding Acquiring and applying knowledge to inform progress	<ul style="list-style-type: none"> - research and discuss the ideas and approaches of a various artists, craftspeople, designers and architects, taking account of their particular cultural context and intentions. - how to describe the processes I am using and how I hope to achieve high quality outcomes

Drawing	Painting and colour	Texture	Pattern	Printing	Form
Work from a variety of sources including observation, photographs and digital images. - Work in a sustained and independent way to create a detailed drawing. - Develop close observation skills using a variety of view finders. - Use a journal to collect and develop ideas. - Identify artists who have worked in a similar way to their own. Lines, Marks, Tone, Form and Texture - Use dry media to make different marks, lines, patterns and shapes within a drawing. - Experiment with wet media to make different marks, lines, patterns, textures and shapes. - Explore colour mixing and blending techniques with coloured pencils. - Use different techniques for different purposes i.e. shading, hatching within their own work. - Start to develop their own style using tonal contrast and mixed media. Perspective and Composition - Begin to use simple perspective in their work using a single focal point and horizon. - begin to develop an awareness of composition, scale and proportion in their paintings e.g. foreground, middle ground and background. - Show an awareness of how paintings are created i.e. Composition.	Develop a painting from a drawing. Carry out preliminary studies, trying out different media and materials and mixing appropriate colours. - Create imaginative work from a variety of sources e.g. observational drawing, themes, poetry, music. Colour - Mix and match colours to create atmosphere and light effects. - Be able to identify and work with complementary and contrasting colours.	Use fabrics to create 3D structures. - Use different grades of threads and needles. - Experiment with batik techniques. - Experiment with a range of media to overlap and layer creating interesting colours and textures and effects.	- Add collage to a painted, printed or drawn background. - Use a range of media to create collages. - Use different techniques, colours and textures etc. when designing and making pieces of work. - Use collage as a means of extending work from initial ideas	Create printing blocks by simplifying an initial journal idea. - Use relief or impressed method. - Create prints with three overlays. - Work into prints with a range of media e.g. pens, colour pens and paints.	Shape, form, model and construct from observation or imagination. - Use recycled, natural and man-made materials to create sculptures. - Plan a sculpture through drawing and other preparatory work. - Develop skills in using clay including slabs, coils, slips, etc. - Produce intricate patterns and textures in a malleable media.

Year 6 – Art knowledge organiser

Art and Design—By the end of Year 6 I will know / be able to ...

Generating Ideas Skills of Designing & Developing Ideas	- independently develop a range of ideas which show curiosity, imagination and originality - systematically investigate, research and test ideas and plans using sketchbooks and other appropriate approaches. (for instance. Sketchbooks will show in advance how work will be produced and how the qualities of materials will be used)
Making Skills of Making Art, Craft and Design	- Independently take action to refine their technical and craft skills in order to improve their mastery of materials and techniques - Independently select and effectively use relevant processes in order to create successful and finished work
Evaluating Skills of Judgement and Evaluation	- provide a reasoned evaluation of both their own and professionals' work which takes account of the starting points, intentions and context behind the work
Knowledge and understanding Acquiring and applying knowledge to inform progress	- how to describe, interpret and explain the work, ideas and working practices of some significant artists, craftspeople, designers and architects taking account of the influence of the different historical, cultural and social contexts in which they worked. - about the technical vocabulary and techniques for modifying the qualities of different materials and processes.

Drawing	Painting and colour	Texture	Pattern	Printing	Form
<p>Work from a variety of sources including observation, photographs and digital images.</p> <ul style="list-style-type: none"> - Work in a sustained and independent way to create a detailed drawing. - Develop close observation skills using a variety of view finders. - Use a journal to collect and develop ideas. - Identify artists who have worked in a similar way to their own. Lines, <p>Marks, Tone, Form and Texture</p> <ul style="list-style-type: none"> - Use dry media to make different marks, lines, patterns and shapes within a drawing. - Experiment with wet media to make different marks, lines, patterns, textures and shapes. - Explore colour mixing and blending techniques with coloured pencils. - Use different techniques for different purposes i.e. shading, hatching within their own work. - Start to develop their own style using tonal contrast and mixed media. <p>Perspective and Composition</p> <ul style="list-style-type: none"> - Begin to use simple perspective in their work using a single focal point and horizon. - begin to develop an awareness of composition, scale and proportion in their paintings e.g. foreground, middle ground and background. - Show an awareness of how paintings are created i.e. Composition. 	<p>Develop a painting from a drawing. Carry out preliminary studies, trying out different media and materials and mixing appropriate colours.</p> <ul style="list-style-type: none"> - Create imaginative work from a variety of sources e.g. observational drawing, themes, poetry, music. <p>Colour</p> <ul style="list-style-type: none"> - Mix and match colours to create atmosphere and light effects. - Be able to identify and work with complementary and contrasting colours. 	<p>Use fabrics to create 3D structures.</p> <ul style="list-style-type: none"> - Use different grades of threads and needles. - Experiment with batik techniques. - Experiment with a range of media to overlap and layer creating interesting colours and textures and effects. 	<ul style="list-style-type: none"> - Add collage to a painted, printed or drawn background. - Use a range of media to create collages. - Use different techniques, colours and textures etc. when designing and making pieces of work. - Use collage as a means of extending work from initial ideas 	<p>Create printing blocks by simplifying an initial journal idea.</p> <ul style="list-style-type: none"> - Use relief or impressed method. - Create prints with three overlays. - Work into prints with a range of media e.g. pens, colour pens and paints. 	<p>Shape, form, model and construct from observation or imagination.</p> <ul style="list-style-type: none"> - Use recycled, natural and man-made materials to create sculptures. - Plan a sculpture through drawing and other preparatory work. - Develop skills in using clay including slabs, coils, slips, etc. - Produce intricate patterns and textures in a malleable media.