



Key Content for Art and Design

Early Years Foundational Knowledge of Art and Design

EYFS:

- Notice patterns with strong contrasts and be attracted by patterns resembling the human face.
- Starts making marks intentionally.
- Explores paint, using fingers and other parts of their body.
- Uses paint brushes and other tools to paint.
- Expresses ideas and feelings through mark making.
- Begins to give meaning to marks made.
- Explores using different materials.
- Use imagination as they consider what they can do with different materials.
- Make simple models which express their ideas.
- Create closed shapes with continuous lines and begin to use these shapes to represent objects.
- Draw with increasing complexity and detail, such as representing a face with circles and including detail.
- Use drawing to represent ideas like movement or loud noises.
- Show different emotions in their drawings and paintings, like happiness, sadness, fear etc.
- Explore colour and colour mixing.

Reception:

- Explore, use and refine a variety of artist effects to express their ideas and feelings.
- Return to and build on their previous learning, refining ideas and developing their ability to represent them.
- Create collaboratively, sharing ideas, resources and skills.
- Painting: To know about the work of Kandinsky. Produce their own painting inspired by Kandinsky.
- Printing: To know about the work of Andy Warhol. Produce their own prints using repeated patterns
- Sculpture: To know about the work of Andy Goldsworhty. Produce their own sculpture using natural materials.

Unit	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Cycle A - Unit 1 Painting	 To know about the life and work of picasso. Control the types of marks made using some painting techniques (layering, mixing media, adding texture) Mix colour, shades and tones. To use knowledge of Picasso's work to create a painting 	 To know about the life and work of picasso. Control the types of marks made using some painting techniques (layering, mixing media, adding texture) Mix colour, shades and tones. To use knowledge of Picasso's work to create a painting 	 To know about the life and work of van gogh. Control brushstroke and types of marks made using a range of painting techniques. (Blocking colour, washes, thickened paint creating textural effects). Mix colour, shade and tone. To know how to paint a landscape. 	 To know about the life and work of van gogh. Control brushstroke and types of marks made using a range of painting techniques. (Blocking colour, washes, thickened paint creating textural effects). Mix colour, shade and tone. To know how to paint a landscape. 	 To know about the life and work of Paul Cezanne. Purposely control brushstroke and marks made and experiment with different effects. (Blocking colour, washes, thickened paint creating textural effects). Mix colour, shades and tones. Mix and match colours to create atmosphere and light effects. To know how to paint still life. 	 To know about the life and work of Paul Cezanne. Purposely control brushstroke and marks made and experiment with different effects. (Blocking colour, washes, thickened paint creating textural effects). Mix colour, shades and tones. Mix and match colours to create atmosphere and light effects. To know how to paint still life.
Cycle A - Unit 2 Printing	 To know about the life and work of Andy Warhol. To know that hard and soft materials can be used to print pictures. To know the process of foam printing. To know the process of block printing. Use equipment correctly. To produce a clear printed image. 	 To know about the life and work of Andy Warhol. To know that hard and soft materials can be used to print pictures. To know the process of foam printing. To know the process of block printing. Use equipment correctly. To produce a clear printed image. 	 To know about the life and work of William Morris. To know the process of mono-printing. Select appropriate background material. To know the process of printing with lino. Create a pattern that combines a range of images. Carve marks that produce a clear image. 	 To know about the life and work of William Morris. To know the process of mono-printing. Select appropriate background material. To know the process of printing with lino. Create a pattern that combines a range of images. Carve marks that produce a clear image. 	 To know now to paint still life. To know about the life and work of Keith Haring. To know how to overlay prints. To know the process of collagraph printing. Select materials that will suit your abstract design. Experiment with texture. 	 To know now to paint still life. To know about the life and work of Keith Haring. To know how to overlay prints. To know the process of collagraph printing. Select materials that will suit your abstract design. Experiment with texture.
Cycle A - Unit 3 Drawing	 To know about the life of Walt Disney. To know the different lines used to create shapes (straight, horizontal, diagonal, 	 To know about the life of Walt Disney. To know the different lines used to create shapes (straight, horizontal, diagonal, 	 To know about the life and work of Jack Kirby. Create intricate patterns using a range of media. (Different grades of pencil, other implements/media to 	 To know about the life and work of Jack Kirby. Create intricate patterns using a range of media. (Different grades of pencil, other implements/media to 	 To know what Manga art is and where it comes from Use different techniques and develop their own style of 	 To know what Manga art is and where it comes from Use different techniques and develop their own style of

Cycle B - Unit 1 Sculpture	vertical, swirl, curve, wave, zigzag). To know when to press hard and when to press lightly. Control different marks made using a range of media. To know how to draw a disney character. To know about the life and work of Lucy Rye. Manipulate malleable materials to create a model. Use simple tools safely to manipulate materials. To know how to make a clay	vertical, swirl, curve, wave, zigzag). To know when to press hard and when to press lightly. Control different marks made using a range of media. To know how to draw a disney character. To know about the life and work of Lucy Rye. Manipulate malleable materials to create a model. Use simple tools safely to manipulate materials. To know how to make a clay	 create lines, marks and develop tone). To know how to draw a cartoon character. To know about the life and work of Andy Goldsworthy. (Art in nature) Use a variety of equipment and media when sculpting. Join pieces together. Produce intricate 	 create lines, marks and develop tone). To know how to draw cartoon character. To know about the life and work of Andy Goldsworthy. (Art in nature) Use a variety of equipment and media when sculpting. Join pieces together. Produce intricate 	drawing (line, tone, pattern, texture). Explain what works well in their work and why. To know how to draw manga. To know about the life and work of Antony Gormley. (Study of the human body) Join pieces together. Design, create and decorate sculpture. Use finishing products when	drawing (line, tone, pattern, texture). Explain what works well in their work and why. To know how to draw manga. To know about the life and work of Antony Gormley. (Study of the human body) Join pieces together. Design, create and decorate sculpture. Use finishing products when
Cycle B - Unit 2 Textiles	 pot. To know how to decorate a clay pot. To know about the life and work of Jim Henson. Identify different forms of textiles. Explain how to thread a needle and have a go. Stitch two pieces of fabric together. To know how to make a hand puppet. Decorate a puppet. 	pot. To know how to decorate a clay pot. To know about the life and work of Jim Henson. Identify different forms of textiles. Explain how to thread a needle and have a go. Stitch two pieces of fabric together. To know how to make a hand puppet. Decorate a puppet.	 To know about the work of Annie Albers Name a range of different fabrics. Use techniques such as printing, dying, weaving, and stitching. Decorate textiles with (beads, buttons, feathers etc) or by modifying fabrics and threads (knotting, fraying, fringing, pulling threads, twisting, plaiting) To know how to make a pillow. 	 To know about the work of Annie Albers Name a range of different fabrics. Use techniques such as printing, dying, weaving, and stitching. Decorate textiles with (beads, buttons, feathers etc) or by modifying fabrics and threads (knotting, fraying, fringing, pulling threads, twisting, plaiting) To know how to make a pillow. 	 To know about the work of Rosie Lee Tompkins Use a variety of techniques (printing, dying, weaving and stitching). Use a variety of stitches creatively and change and modify threads. Design, plan, create and decorate a piece of fabric. To know how to make a shopping bag. 	 To know about the work of Rosie Lee Tompkins Use a variety of techniques (printing, dying, weaving and stitching). Use a variety of stitches creatively and change and modify threads. Design, plan, create and decorate a piece of fabric. To know how to make a shopping bag.
Cycle B - Unit 3 Drawing	 To know about the life and work of Jim Davis (Garfield artist) To know the different lines used to create shapes (straight, horizontal, diagonal, vertical, swirl, curve, wave, zigzag). To know when to press hard and when to press lightly. Control different marks made using a range of media. To know how to draw animals. 	 To know about the life and work of Jim Davis (Garfield artist) To know the different lines used to create shapes (straight, horizontal, diagonal, vertical, swirl, curve, wave, zigzag). To know when to press hard and when to press lightly. Control different marks made using a range of media. To know how to draw animals. 	 To know about the life and work of Claude Monet. Create intricate patterns using a range of media. (Different grades of pencil, other implements/media to create lines, marks and develop tone). To know how to sketch landscapes. 	 To know about the life and work of Claude Monet. Create intricate patterns using a range of media. (Different grades of pencil, other implements/media to create lines, marks and develop tone). To know how to sketch landscapes. 	 To know about the life and work of David Hockney. Use different techniques and develop their own style of drawing (line, tone, pattern, texture). Explain what works well in their work and why. To know how to create a perspective drawing. 	 To know about the life and work of David Hockney. Use different techniques and develop their own style of drawing (line, tone, pattern, texture). Explain what works well in their work and why. To know how to create a perspective drawing.