

	Drawing	Painting	Sculpture
Year R	Mark Making, Lines and Shapes -create thick and thin lines -begin to control drawing tools -explore simple shapes through drawing -Draw in different surfaces in different ways	Exploring Colour and Tools -use a range of tools including natural objects -investigate thick brushes and sponge brushes -name primary colours -mix colours to match objects -paint of different surfaces in different ways	Exploring Malleable Materials -explore clay, dough and similar malleable materials -roll, pinch and squeeze materials -impress simple textures -add basic decoration
Year 1	Foundations -use a range of media -develop control in mark making -draw on different surfaces -draw lines of different tones and thicknesses -create simple patterns and textures	Primary to Secondary colour mixing -experiment with different brush sizes and types -identify primary colours in the environment -mix primary to make secondary colours -lighten/darken paint without using black or white -experiment with and use with different types of paint and create different textured paints -paint of different surfaces with a range of media	Layered Relief Sculpture -make 3d models from Junk and Natural materials -experiment with constructing and joining recycled/natural manufactured materials -roll, pinch, knead and shape malleable materials -manipulate clay for a purpose -add texture to a slab surface
Year 2	Observation and shape -experiment with range of media -name, match and draw lines from observation -use line to represent objects seen, remembered or imagined -work spontaneously and expressively -draw in different scales -look at objects from different angles	Control, Tints and Shades -control marks using layering and texture -select brushes for different purposes, choosing thicknesses appropriately; wet/dry techniques -mix secondary colours to add to colour wheel -mix primary colours to make brown -mix/match colours to objects	Slab and Pinch techniques -develop slab techniques and add texture -experiment with constructing and joining materials -roll, pinch, knead and shape clay for a purpose -create a simple pot or vessel -add surface decoration
Year 3	Tone and expressive mark-making -experiment with tone (light/dark lines, patterns, shapes) -use different pencil grades and pressure -learn shading techniques -add tone, colour and features to line drawings -use a viewfinder to select and record a section	Expressive Effects -experiment with effects: blocking, washes, thickened paint -apply colours through dotting, stippling, scratching, splashing -use light and dark (tints and shades)	Layers and Textured Tiles -plan, design and make models from observation or imagination -join clay securely by scoring and slip -construct a simple tile base -layer and join shapes to create 3d form -add texture inspired by expressive marks

Year 4	Form, texture and Viewpoint -add surface detail -use pencil grades to draw forms and shapes -explore shading to achieve a range of tones -apply pattern and texture -draw objects from different viewpoints -plan, refine and alter drawings	Colour Theory and Washes - build understanding of colour wheel and spectrum -Explore complementary colours -use watercolour washes -experiment with different paint types and making own paint	Cubist Relief Sculpture -make 3d models using construction materials -experiment with papier mache to create form -plan, design and make models from imagination -add painted finishes -layer shapes to create 3d relief
Year 5	3D Form and Shading Techniques -use tone intentionally to show that objects have 3 dimensions -experiment with hatching and cross-hatching to create tone - use different pencil grades intentionally to shade and create depth and texture	Depth, Tone and Detail -create effects and textures intentionally -use light/dark and complementary colours intentionally -mix tints and shades confidently -Investigate warm and cool colours -explore foreground/background for perspective -work with increasing detail making intentional and appropriate brush choices	Installation Art - large-scale 3d forms -manipulate materials to make new 3d forms (e.g. human figure, organic forms) -use Modroc or modelling clay to create 3d models -add final touches using paint -create surface patterns inspired by cultural decoration -work collaboratively on large-scale structures
Year 6	Proportion, Perspective and Advanced Shading -work in a sustained and independent way -begin simple perspective -show awareness of proportion -investigate hatching, cross hatching, scumbling, stippling and blending -investigate shadows	Mood, Atmosphere and Mixed Media -mix/match colours for atmosphere and light effects -mix colours, shades, tones and tints with confidence -develop a painting from a drawing use watercolour paints and small brushes for detail -choose paint/tools for purpose, use painting techniques in mixed media -explore emotional colour/texture/movement.	Symbolic Objects using clay or mixed media -create symbolic 3d forms -manipulate clay to create a thumb pot -use clay to create a coil pot with joined details (handles) -use smoothing techniques before painting -create surface patterns inspired by cultural decoration -add final finishes (paint/glaze)