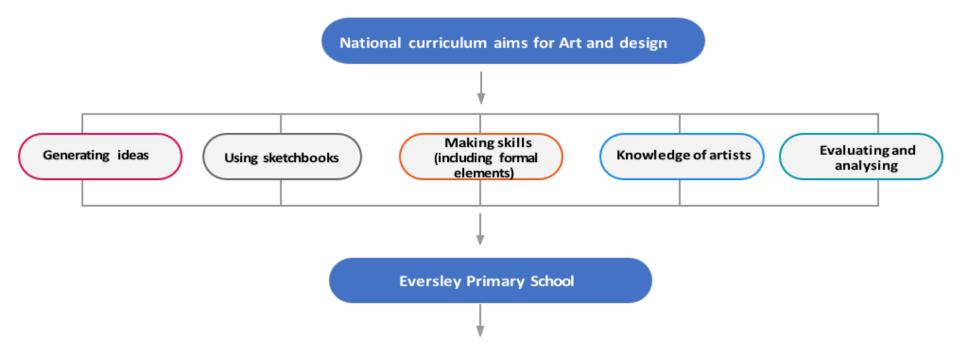


Eversley Primary School Curriculum Map





Drawing

- Exploring mark-making in all its forms, experimenting with line, tone and texture and using a wide range of materials to express their ideas as drawings.
- Using sketchbooks to record observations and plans as drawings.
- Learning about how artists develop their ideas using drawings.

Painting and mixed media

- Developing painting skills including colour mixing, painting on a range of surfaces and with different tools.
- Exploring the interplay between different media within an artwork.

Sculpture and 3D

- Investigating ways to express ideas in three-dimensions.
- Constructing and modelling with a variety of materials, shaping and joining materials to achieve an outcome.
- Developing drawn ideas into sculpture

Craft and design

- Designing and making art for different purposes, considering how this works in creative industries.
- Learning new making techniques, comparing these and making decisions about which to use to achieve a particular outcome
- Developing personal, imaginative responses to a design brief

	Drawing								
	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6		
Pu	upils know:								
Methods, techniques, media and materials Hov -Ex usir dra -Inv pat dra -Ide and bet too -Inv ma con	ow to: kplore mark making ing a range of awing materials. Investigate marks and tterns when awing. Identify similarities d difference tween drawing	-That a continuous line drawing is a drawing with one unbroken lineProperties of drawing materials e.g.; which ones smudge, which ones can be erased, which ones blend. How to: Hold and use drawing tools in different ways to create different lines and marksCreate marks by responding to different stimulus such as musicOverlap shapes to create new onesUse mark making to replicate textureLook carefully to make an observational drawingComplete a continuous line drawing.	-How different marks can be used to represent words and soundsThat a combination of materials can achieve the desired effectThat charcoal is made from burning wood. How to: -Use different materials and marks to replicate textureManipulate materials and surfaces to create textures. E.g., scratching with tools or blending with fingersUse marks and lines to show expression on facesMake a concertina bookUse drawing to tell a storyUse charcoal to avoid snapping and to achieve different types of linesUse drawing pens.	How to: -Use shapes identified within in objects as a method to draw Create tone by shadingAchieve even tones when shadingMake texture rubbingsCreate art from textured paperHold and use a pencil to shadeTear and shape paperUse paper shapes to create a drawingUse drawing tools to take a rubbingMake careful observations to accurately draw an objectCreate abstract compositions to draw more expressively	How to: -Use pencils of different grades to shade and add toneHold a pencil with varying pressure to create different marksUse observation and sketch objects quicklyDraw objects in proportion to each otherUse charcoal and a rubber to draw toneUse scissors and paper as a method to 'draw'Make choices about arranging cut elements to create a compositionCreate a wax resist backgroundUse different tools to scratch into a painted surface to add contrast and patternChoose a section of a drawing to recreate as a printCreate a monoprint.	-What print effects different materials make. How to: -Analyse an image that considers impact, audience and purposeDraw the same image in different ways with different materials and techniquesMake a collagraph plateMake a collagraph printDevelop drawn ideas for a printCombine techniques to create a final compositionDecide what materials and tools to use based on experience and knowledge.	-Gestural and expressive ways to make marksEffects different materials makeThe effects created when drawing into different surfaces How to: -Use symbolism as a way to create imageryCombine imagery into unique compositionsAchieve the tonal technique called chiaroscuroMake handmade tools to draw withUse charcoal to create chiaroscuro effects.		

So that they can:						
-Use a range of drawing materials, art application techniques, mixed-media scraps and modelling materials to create child-led art with no set outcome. -Begin to develop observational skills (for example, by using mirrors to include the main features of faces)	-Develop some control when using a wide range of tools to draw, paint and create crafts and sculptures. -Make choices about which materials to use to create an effect. -Develop observational skills to look closely and reflect surface texture.	-Further demonstrate increased control with a greater range of media. -Make choices about which materials and techniques to use to create an effect. -Develop observational skills to look closely and aim to reflect some of the formal elements of art (colour, pattern, texture, line, shape, form and space) in their work.	-Confidently use of a range of materials and tools, selecting and using these appropriately with more independence. -Use hands and tools confidently to cut, shape and join materials for a purpose. -Develop direct observation, for example by using tonal shading and starting to apply an understanding of shape to communicate form and proportion.	-Demonstrate greater skill and control when drawing and painting to depict forms, such as showing an awareness of proportion and being able to create 3D effects. -Use growing knowledge of different materials, combining media for effect. -Apply observational skills, showing a greater awareness of composition and demonstrating the beginnings of an individual style.	-Work with a range of media with control in different ways to achieve different effects, including experimenting with the techniques used by other artists. -Combine a wider range of media, e.g. photography and digital art effects. -Create in a more sustained way, revisiting artwork over time and applying their understanding of tone, texture, line, colour and form.	-Create expressively in their own personal style and in response to their choice of stimulus, showing the ability to develop artwork independently. -Combine materials and techniques appropriately to fit with ideas. -Work in a sustained way over several sessions to complete a piece.

	Painting & Mixed Media							
	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6	
	Pupils know:							
Methods, techniques, media and materials	Explore paint, using hands as a tool. Describe colours and textures as they paint. Explore what happens when paint colours mix. Make natural painting tools. Investigate natural materials e.g. paint, water for painting. Explore paint textures, for example mixing in other materials or adding water. Respond to a range of stimuli when painting. Use paint to express ideas and feelings. Explore colours, patterns and compositions when combining materials in collage. So that they can:	Combine primary coloured materials to make secondary colours. Mix secondary colours in paint. Choose suitable sized paint brushes. Clean a paintbrush to change colours. Print with objects, applying a suitable layer of paint to the printing surface. Overlap paint to mix new colours. Use blowing to create a paint effect. Make a paint colour darker or lighter (creating shades) in different ways e.g. adding water, adding a lighter colour.	Mix a variety of shades of a secondary colour. Make choices about amounts of paint to use when mixing a particular colour. Match colours seen around them. Create texture using different painting tools. Make textured paper to use in a collage. Choose and shape collage materials e.g. cutting, tearing. Compose a collage, arranging and overlapping pieces for contrast and effect. Add painted detail to a collage to enhance/improve it.	Use simple shapes to scale up a drawing to make it bigger. Make a cave wall surface. Paint on a rough surface. Make a negative and positive image. Create a textured background using charcoal and chalk. Use natural objects to make tools to paint with. Make natural paints using natural materials. Create different textures using different parts of a brush. Use colour mixing to make natural colours.	Mix a tint and a shade by adding black or white. Use tints and shades of a colour to create a 3D effect when painting. Apply paint using different techniques e.g. stippling, dabbing, washing. Choose suitable painting tools. Arrange objects to create a still life composition. Plan a painting by drawing first. Organise painting equipment independently, making choices about tools and materials.	Develop a drawing into a painting. Create a drawing using text as lines and tone. Experiment with materials and create different backgrounds to draw onto. Use a photograph as a starting point for a mixed-media artwork. Take an interesting portrait photograph, exploring different angles. Adapt an image to create a new one. Combine materials to create an effect. Choose colours to represent an idea or atmosphere. Develop a final composition from sketchbook ideas.	Use sketchbooks to research and present information. Develop ideas into a plan for a final piece. Make a personal response to the artwork of another artist. Use different methods to analyse artwork such as drama, discussion and questioning.	
	Use a range of drawing materials, art application techniques, mixed-media scraps	. Develop some control when using a wide range of tools to draw,	Further demonstrate increased control with	Confidently use of a range of materials and tools, selecting and using these	Demonstrate greater skill and control when drawing and painting to depict forms, such as showing an awareness	Work with a range of media with control in different ways to achieve different effects, including	Create expressively in their own personal style and in response to their choice of stimulus, showing the ability to	

and madalling	naint and avaata as-ft-	a supertou rouge of	appropriately with	of proportion and being	experimenting with the	develop artwork
and modelling	paint and create crafts	a greater range of				
materials to create	and sculptures.	media.	more independence.	able to create 3D	techniques used by	independently.
child-led art with no set			Develop direct	effects.	other artists.	Combine materials and
outcome.	Make choices about	Make choices about	observation, for	Amply absorpational	Camabina a widay yanga	
- Cattonie	which materials to use	which materials and	,	Apply observational	Combine a wider range	techniques
	to create an effect	techniques to use to	example by using tonal	skills, showing a greater	of media, eg	appropriately to fit with
	to create an effect	•	shading and starting to	awareness of	photography and digital	ideas.
		create an effect.	apply an understanding	composition and	art effects.	Work in a sustained
			of shape to	demonstrating the	Constalin a second	
		Use hands and tools	communicate form and	beginnings of an	Create in a more	way over several
		with confidence when	proportion.	individual style.	sustained way,	sessions to complete a
		cutting, shaping and			revisiting artwork over	piece, including
		joining paper, card and			time and applying their	working collaboratively
		malleable materials.			understanding of tone,	on a larger scale and
		maneable materials.			texture, line, colour and	incorporating the
					form.	formal elements of art.
		Develop observational				
		skills to look closely and				
		aim to reflect some of				
		the formal elements of				
		art (colour, pattern,				
		texture, line, shape,				
		form and space) in their				
		work.				

				Sculpture & 3D			
	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Methods, techniques, media and materials	EYFS Pupils know: Explore the properties of clay. Use modelling tools to cut and shape soft materials e.g. playdough, clay. Select and arrange natural materials to make 3D artworks. Talk about colour, shape and texture and explain their choices. Plan ideas for what they would like to make. Problem-solve and try out solutions when using modelling materials. Develop 3D models by adding colour.	Roll and fold paper. Cut shapes from paper and card. Cut and glue paper to make 3D structures. Decide the best way to glue something. Create a variety of shapes in paper, e.g. spiral, zig-zag. Make larger structures using newspaper rolls.	Smooth and flatten clay. Roll clay into a cylinder or ball. Make different surface marks in clay. Make a clay pinch pot. Mix clay slip using clay and water. Join two clay pieces using slip. Make a relief clay sculpture. Use hands in different ways as a tool to manipulate clay. Use clay tools to score clay.	How to: Join 2D shapes to make a 3D form. Join larger pieces of materials, exploring what gives 3D shapes stability. Shape card in different ways e.g. rolling, folding and choose the best way to recreate a drawn idea. Identify and draw negative spaces. Plan a sculpture by drawing. Choose materials to scale up an idea. Create different joins in card e.g. slot, tabs, wrapping. Add surface detail to a sculpture using colour or texture. Display sculpture.	How to: Join 2D shapes to make a 3D form. Join larger pieces of materials, exploring what gives 3D shapes stability. Shape card in different ways e.g. rolling, folding and choose the best way to recreate a drawn idea. Identify and draw negative spaces. Plan a sculpture by drawing. Choose materials to scale up an idea. Create different joins in card e.g. slot, tabs, wrapping. Add surface detail to a sculpture using colour or texture. Display sculpture.	How to: Make an explosion drawing in the style of Cai Guo-Qiang, exploring the effect of different materials. Try out ideas on a small scale to assess their effect. Use everyday objects to form a sculpture. Transform and manipulate ordinary objects into sculpture by wrapping, colouring, covering and joining them. Try out ideas for making a sculpture interactive. Plan an installation proposal, making choices about light, sound and display.	How to: Translate a 2D image into a 3D form. Manipulate cardboard to create 3D forms (tearing, cutting, folding, bending, ripping). Manipulate cardboard to create different textures. Make a cardboard relief sculpture. Make visual notes to generate ideas for a final piece. Translate ideas into sculptural forms.
	So that they can:	Dovolon come control	Further does a saturate	-Confidently use of a	-Use growing	-Work with a range of	-Create expressively in
	 -Use a range of drawing materials, art 	-Develop some control when using a wide	-Further demonstrate increased control with	range of materials and	knowledge of different	media with control in	their own personal

application techniques, mixed-media scraps	range of tools to draw, paint and create crafts	a greater range of media.	tools, selecting and using these	materials, combining media for effect.	different ways to achieve different	style and in response to their choice of stimulus,
and modelling materials to create child-led art with no set outcome. -Cut, thread, join and manipulate materials safely, focussing on process over outcome. -Begin to develop observational skills (for example, by using mirrors to include the main features of faces.)	and sculptures. -Explore and analyse a wider variety of ways to join and fix materials in place.	-Make choices about which materials and techniques to use to create an effect. -Use hands and tools with confidence when cutting, shaping and joining paper, card and malleable materials. -Develop observational skills to look closely and aim to reflect some of the formal elements of art (colour, pattern, texture, line, shape, form and space) in their work.	appropriately with more independence. -Use hands and tools confidently to cut, shape and join materials for a purpose. -Develop direct observation, for example by using tonal shading and starting to apply an understanding of shape to communicate form and proportion.	-Use more complex techniques to shape and join materials, such as carving and modelling wire. -Apply observational skills, showing a greater awareness of composition and demonstrating the beginnings of an individual style	effects, including experimenting with the techniques used by other artists. -Combine a wider range of media, e.g. photography and digital art effects. -Create in a more sustained way, revisiting artwork over time and applying their understanding of tone, texture, line, colour and form.	showing the ability to develop artwork independently. -Combine materials and techniques appropriately to fit with ideas. -Work in a sustained way over several sessions to complete a piece, including working collaboratively on a larger scale and incorporating the formal elements of art.

				Craft & Design			
	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	Pupils know:		1	1			
Methods, techniques, media and materials	How to: -Explore differences when cutting a variety of materialsInvestigate different ways of cutting e.g. straight lines, wavy lines, zig-zagsFollow lines when cuttingExperiment with threading objects, holding equipment steady to do soExplore techniques for joining paper and card eg stick, clip, tie, tapeApply craft skills eg. cutting, threading, folding to make their own artworksDesign something on paper ready to make in three dimensions.	-What materials can be cut, knotted, threaded or plaited. How to: -Wrap objects/shapes with woolMeasure a length. Tie a knot, thread and plaitMake a box loomJoin using knotsWeave with paper on a paper loomWeave using a combination of materials.	How to: -Draw a map to illustrate a journeySeparate wool fibres ready to make feltLay wool fibres in opposite directions to make feltRoll and squeeze the felt to make the fibres stick togetherAdd details to felt by twisting small amounts of woolChoose which parts of their drawn map to represent in their 'stained glass'Overlap cellophane/tissue to create new coloursDraw a design onto a printing polystyrene tile without pushing the pencil right through the surfaceApply paint or ink using a printing roller. Smooth a printing tile evenly to transfer an imageTry out a variety of ideas for adapting prints into 2D or 3D artworks.	-That layering materials in opposite directions make the handmade paper stronger. How to: -Use a sketchbook to Research a subject using different techniques and materials to present ideasConstruct a new paper material using paper, water and glue -Use symbols to reflect both literal and figurative ideasProduce and select an effective final designMake a scrollMake a zineUse a zine to present information.	-That a mood board is a visual collection which aims to convey a general feeling or idea. -That batik is a traditional fabric decoration technique that uses hot wax. How to: -Select imagery and use as inspiration for a design projectTo know how to make a mood boardRecognise a theme and develop colour palettes using selected imagery and drawingsDraw small sections of one image to docs on colours and texture. Develop observational drawings into shapes and pattern for design. Transfer a design using a tracing method.	-The steps to make a monoprint. When a roller is sufficiently inked. How to: -Make an observational drawing of a house. -Use shapes and measuring as methods to draw accurate proportions. -Select a small section of a drawing to use as a print designDevelop drawings further to use as a design for printDesign a building that fits a specific briefDraw an idea in the style of an architect that is annotated to explain key featuresDraw from different views, such as a front or side elevation.	-How different materials can be used to produce photorealistic artwork. -That macro photography is showing a subject as larger than it is in real life. How to: -Create a photomontageCreate artwork for a design briefUse a camera or tablet for photographyIdentify the parts of a cameraTake a macro photo, choosing an interesting compositionManipulate a photograph using photo editing tools Use drama and props to recreate imagery.

				-Make a repeating pattern tile using cut and torn paper shapesUse glue as an alternative batik technique to create patterns on fabricUse materials, like glue, in different ways depending on the desired effectPaint on fabricWash fabric to remove glue to finish a decorative fabric piece.	-Use sketchbooks to research and present information about an artist Interpret an idea in into a design for a structure.	-Take a portrait photographUse a grid method to copy a photograph into a drawing.
Use a range of drawing materials, art application techniques, mixed-media scraps and modelling materials to create child-led art with no set outcome. Cut, thread, join and manipulate materials safely, focussing on process over outcome.	Develop some control when using a wide range of tools to draw, paint and create crafts and sculptures. Explore and analyse a wider variety of ways to join and fix materials in place.	Further demonstrate increased control with a greater range of media. Make choices about which materials and techniques to use to create an effect. Use hands and tools with confidence when cutting, shaping and joining paper, card and malleable materials.	Confidently use of a range of materials and tools, selecting and using these appropriately with more independence. Use hands and tools confidently to cut, shape and join materials for a purpose.	Use growing knowledge of different materials, combining media for effect. Use more complex techniques to shape and join materials, such as carving and modelling wire.	Work with a range of media with control in different ways to achieve different effects, including experimenting with the techniques used by other artists. Create in a more sustained way, revisiting artwork over time and applying their understanding of tone, texture, line, colour and form.	Create expressively in their own personal style and in response to their choice of stimulus, showing the ability to develop artwork independently. Combine materials and techniques appropriately to fit with ideas.