



	Term 1 week 1	Term 1-2	Term 2	Term 3 & 4			Term 6
	Mastery in drawing: Self Portraits	Mastery in drawing: Historical artefacts and Scientific drawings	RE through the Arts: Mixed Media/Painting	Cycle 1: 3D art and sculpture	Cycle 2: Printing and textile	Cycle 3: Painting	Drawing and sketching for DT
EYFS	To begin to develop observational skills and show awareness of facial features	Develop fine motor skills and explore different marks and tools		To manipulate a range of modelling materials and join materials in different ways.	To make simple printing blocks and rubbings.	To play and experiment with primary colours and develop fine-motor skills.	Develop fine motor skills and explore different marks and tools.
Year 1	To begin to use pressure to show light and dark. To develop shaping of the eyes	Begin to show pattern and texture, and continue using pressure to vary tone.		To manipulate materials and begin to join and fix. To represent things from their imagination or reality.	To use mono printing on different materials and use a range of materials to create texture.	To mix primary colours and colour match to objects. To use thick and thin brushes.	Draw lines of varying thickness and use dots and lines to show pattern and texture.
Year 2	To develop shading and show different textures	Use various drawing techniques and begin using a sketchbook to gather ideas.		To use hands and tools with confidence when shaping and joining malleable materials, including clay.	To create resist prints and simple printing blocks to create complex patterns.	To develop mixing, including white and black to make tints and tones and to use a variety of brush techniques.	Use various drawing techniques and control drawing material to shade tones.
Year 3	To blend tones and experiment with colour	To represent a range of textures and forms. To begin blending and using rubbers.		To think through the process and purpose of creating 3D forms, and to join in new ways. Experimenting with found and recyclable materials.	To use a range of printing methods to create more complex patterns.	To mix secondary and tertiary colours with a range of paints and to show increasing control and imagination.	To represent a range of textures and forms. To use rubbers to erase or refine edges. To blend tones effectively.
Year 4	To add shadows and consider proportion of features.	To show awareness of texture and space, proportion and scale. To attempt shading to show shadow.		To explore more complex techniques of shaping and joining. To present work to an appropriate finish.	To use a range of printing techniques to create more complex individual and repeat patterns.	To make and match colours with more accuracy and experiment with representing moods and seasons.	To develop awareness of texture and space, proportion and scale.
Year 5	To draw from a different view and experiment with skin colour/tone	To draw with more confidence, blending tones and using shading to show light, shadows and reflections.		To investigate 3D art and plan to develop a 2D idea into 3D. To persevere and problem solve more independently.	To print using various techniques onto paper and fabric and to embellish their print.	To mix colours and understand primary and secondary, warm and cold, complementary and contrasting colours. To create texture.	To draw with more confidence, blending tones and using shading. To depict movement.
Year 6	To distort portraits and explore disproportion	To produce increasingly accurate drawings with an awareness of scale and proportion. To explore perspective.		To plan, design and construct more complex 3D forms, combining materials and techniques appropriately.	To print more complex prints	To develop a personal style, drawing on other artists and to choose appropriate paint, surface, scale and implements.	To produce increasingly accurate drawings with an awareness of scale and proportion.