



ROCKCLIFFE FIRST SCHOOL: Art and Design Milestones

	By the end of EYFS
To Develop Ideas	<ul style="list-style-type: none">• Talk about their work, sharing their creations.• Talk through the processes they have used• Reflect on their work and make modifications or improvements
To Master Techniques	<p><u>Painting</u></p> <ul style="list-style-type: none">• Know how to hold and use a paint brush with some control.• Experiment with variety of sizes of brushes.• Explore colour mixing• Know that colour can be changed• Paint using a variety of materials indoors and outside <p><u>Collage</u></p> <ul style="list-style-type: none">• Experiment with a variety of materials and adhesives• Select materials for a purpose• Understand materials can be combined to create effect <p><u>Sculpture</u></p> <ul style="list-style-type: none">• Build with a range of natural materials indoors and outside• Use clay and sand to a planned effect• Experiment with a variety of materials• Use a variety of implements (rolling pins, cutters, knives, clay tools) safely <p><u>Drawing</u></p> <ul style="list-style-type: none">• Hold a pencil correctly and use it with control• Select colours for a purpose• Draw with a variety of media and explore the effects – chalks, felt pens, crayons, pastels, charcoal, fine liner pens and markers <p><u>Print</u></p> <ul style="list-style-type: none">• Understand what it means to 'print' in art.

	<ul style="list-style-type: none"> Print with a variety of materials including natural, made and recycled objects. Make own printing stamps from clay <p><u>Textiles</u></p> <ul style="list-style-type: none"> Collage with a fabric Experiment with a variety of adhesives on fabric Experiment with tie dyeing Experiment with natural flower dyes Create large scale weaving outside <p><u>Digital Media</u></p> <ul style="list-style-type: none"> Use an iPad to take photos to be used to inspire art work / painting
To Take Inspiration from the Greats (Classic and Modern)	<ul style="list-style-type: none"> Understand the term 'Artist'. Look at the work of artists Produce art work inspired by artists work
	By the end of Year 2
To Develop Ideas	<ul style="list-style-type: none"> Respond to ideas and starting points. Explore ideas and collect visual information. Explore different methods and materials as ideas develop
To Master Techniques	<p><u>Painting</u></p> <ul style="list-style-type: none"> Use thick and thin brushes. Mix primary colours to make secondary. Add white to colours to make tints and black to colours to make tones. Create colour wheels. <p><u>Collage</u></p> <ul style="list-style-type: none"> Use a combination of materials that are cut, torn and glued. Sort and arrange materials Mix materials to create texture. <p><u>Sculpture</u></p> <ul style="list-style-type: none"> Use a combination of shapes. Include lines and texture. Use rolled up paper, straws, paper, card and clay as materials. Use techniques such as rolling, cutting, moulding and carving.

	<p><u>Drawing</u></p> <ul style="list-style-type: none"> • Draw lines of different sizes and thickness. • Colour (own work) neatly following the lines. • Show pattern and texture by adding dots and lines. • Show different tones by using coloured pencils. <p><u>Print</u></p> <ul style="list-style-type: none"> • Use repeating or overlapping shapes. • Mimic print from the environment (e.g. wallpapers). • Use objects to create prints (e.g. fruit, vegetables or sponges). • Press, roll, rub and stamp to make prints. <p><u>Textiles</u></p> <ul style="list-style-type: none"> • Use weaving to create a pattern. • Join materials using glue and/or a stitch. • Use plaiting. • Use dip-dye techniques. <p><u>Digital Media</u></p> <ul style="list-style-type: none"> • Use a wide range of tools to create different textures, lines, tones, colours and shapes.
To Take Inspiration from the Greats (Classic and Modern)	<ul style="list-style-type: none"> • Describe the work of notable artists, artisans and designers. • Use some of the ideas of artists studied to create pieces.
	By the End of Year 4
To Develop Ideas	<ul style="list-style-type: none"> • Develop ideas from starting points • throughout the curriculum. • Collect information, sketches and resources. • Adapt and refine ideas as they progress. • Explore ideas in a variety of ways. • Comment on artworks using visual language.

To Master Techniques

Painting

- Use a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines.
- Mix colours effectively.
- Use watercolour paint to produce washes for backgrounds then add detail.
- Experiment with creating mood with colour.

Collage

- Select and arrange materials for a striking effect.
- Ensure work is precise.
- Use coiling, overlapping, tessellation, mosaic and montage.

Sculpture

- Create and combine shapes to create recognisable forms (e.g. shapes made from nets or solid materials).
- Include texture that conveys feelings, expression or movement.
- Use clay and other mouldable materials.
- Add materials to provide interesting detail.

Drawing

- Use pencils of different degrees of hardness to show line, tone and texture.
- Annotate sketches to explain and elaborate ideas.
- Sketch lightly (no need to use a rubber to correct mistakes).
- Use shading to show light and shadow.
- Use hatching and cross hatching to show tone and texture.

Print

- Use layers of two or more colours.
- Replicate patterns observed in natural or built environments.
- Make printing blocks (e.g. from coiled string glued to a block).
- Make precise repeating patterns.

Textiles

- Shape and stitch materials.
- Use basic cross stitch and back stitch.
- Colour fabric.
- Create weavings.
- Quilt, pad and gather fabric

Digital Media

- Create images, video and sound recordings and explain why they were created

To Take Inspiration from the Greats (Classic and Modern)	<ul style="list-style-type: none">• Replicate some of the techniques used by notable artists, artisans and designers.• Create original pieces that are influenced by studies of others.
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