We want our learners to become artists by engaging all of their senses to explore, manipulate and create with a wide range of materials and tools. The curriculum will engage, inspire and challenge learners, encouraging them to investigate patterns, shapes, colours and textures. Learners will have the opportunity to explore the work of famous artists and be inspired to create their own range of 2D and 3D art work, following the themes and styles of the movement. Using a wide range of tools, including multi-media and ICT, learners will be able to express themselves creatively while developing their fine and gross motor skills, physical ability and own personal style. Drawing on the knowledge they have learned, learners will be able to demonstrate and communicate their likes, dislikes and preferences for mediums and materials.

Whilst we maintain high expectations and encourage rapid progress in all our learners, we recognise them as individuals who have, or are still overcoming multiple barriers to learning, considering their EHCP outcomes alongside a Personalised Learning Plan, that ensures the progress they make is meaningful and purposeful to their
development.

|  | STAGE 1 | STAGE 2 | STAGE 3 | Extended Learning |
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| Artistic <br> Representations including Sculpture 3D, Mosaics, Photography and Collage | Explore a range of materials <br> - Clay <br> - Playdough <br> - Papier Mache <br> Through <br> - Touching <br> - Poking <br> - Squeezing <br> - Stretching <br> - Rolling <br> - Kneading <br> Create simple decorative patterns using beads, sequins or buttons <br> Combine materials to make a collage <br> Know how to take a photo using a camera or tablet | Shape malleable materials into different shapes <br> - Sphere <br> - Cylinder <br> - Block <br> - Cone <br> Form malleable materials with a purpose in mind <br> - Dish <br> - Bead <br> - Coil <br> Create a simple repeating pattern using beads or other items of <br> - Alternative colours <br> - Alternative sizes <br> - Alternative shapes <br> Copy a simple design pattern representing these in collage <br> - Flower <br> - Face | Refer to an example to design and create own simple product/ model, using clay, Modroc, Fimo <br> - Jewellery <br> - Animal figure <br> - Pot <br> - Tea cup <br> Begin to know how to use tools to carve an object <br> - Pumpkin <br> - Soap <br> - Clay <br> Create own design using mosaic technique <br> Choose appropriate colours, objects, textures to create a collage design <br> Manipulate photos in an IT programme to <br> - Change colour <br> - Crop | Know how to use a range of tools to create own model using clay, dough, wood, soft soap for a specific purpose <br> Create own model out of clay drawing on sources from well know sculptures <br> Know how to improve design |


|  |  | - Sunshine <br> - Simple mandala <br> Begin to know how to focus on a subject and zoom in/ out when taking a photograph | - Flip <br> - Duplicate |  |
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| Key Vocabulary | touch, poke, squeeze, stretch, roll, knead, colour, shape, size, collage, clay, playdough, Papier Mache | sphere, cylinder, block, cone, model, malleable, shape dish, bead, coil, pattern, alternate, mandala | decorate, design, Modroc, Fimo, tool, carve, design, mosaic, technique | sculpture, model, improve, purpose |
| Drawing/ Sketching | Mark make with a range of materials <br> - Chalk <br> - (Chunky) pens and pencils <br> - Paint brushes <br> Draw circles and lines <br> - In the air <br> - In a variety of mediums (water, gloop, shaving foam, sand, mud) <br> - On paper and card <br> Give meaning to the marks made | Draw with increasing detail <br> Use a range of pencils, chalks and pens to experiments with different line representations of varying thickness; <br> - Straight <br> - Curved <br> - Long <br> - Short <br> - Zig zag <br> - Wavy <br> - Spiral <br> Create simple drawings using a range of materials including (paint, chalk, paper, pencils, pens) <br> - Faces <br> - Flowers <br> - Stick people/ animals <br> - Buildings | Use marks and lines to experiment with textures; <br> - Shading <br> - Blending <br> - Stippling <br> - Hatching <br> Create simple observational drawings <br> - Still life <br> - Buildings <br> - Animals <br> - People | Improve mastery of drawing, with a range of materials <br> - Pencil <br> - Charcoal <br> - Pens <br> Use a sketchbook to draft and produce a final piece of work <br> Begin to consider proportion and position when drawing |
| Key Vocabulary | mark, draw, circle, line, chalk, pen, pencil, paint brush, air, sand, paper, card | detail, line, thick, straight, curved, long, short, zig zag, wavy, spiral, stick | shade, blend, stipple, hatch, texture, observe | master, sketch, proportion, position, draft |


| Painting | Paint with thick paint brushes, fingers and sponges on different surfaces <br> - Paper <br> - Plastic <br> - Wood <br> - Cloth <br> - Cardboard <br> Choose different paint colours <br> Mix paint colours together and notice the effects <br> Mark make using an IT paint programme <br> - Tablet <br> - Eyegaze <br> - Computer screen <br> Begin to recognise primary colours <br> - Red <br> - Yellow <br> - Blue | Recognises primary colours <br> - Red <br> - Yellow <br> - Blue <br> Dip brushes into water and clean before changing colours <br> Know how to mix two primary colours to make another colour $\begin{array}{ll} - & R+Y=O \\ - & B+Y=G \\ - & R+B=P \\ - & R+B+Y=B r \end{array}$ <br> Paint simple landscapes using different colours for sky, land, water <br> Know and choose functions of painting programme (colours and tools) and can create different pictures | Know the names of and mix primary and secondary colours referring to a colour wheel <br> Choose different brushes for a purpose <br> Uses a range of brushes, brush strokes and tools to create different effects <br> - Impasto <br> - Scratching <br> - Dripping <br> Creates different colour washes for a background <br> Creates a tint by adding black/white <br> Know how to save and edit different pictures using IT paint programme | Know how to use and combine a range of brushes, strokes and painting tools to create different effects to improve their painting |
| :---: | :---: | :---: | :---: | :---: |
| Key Vocabulary | brush, paint, colour, mix, paper, plastic, wood, cloth, cardboard, tablet, Eyegaze, screen, red, yellow, blue | primary, red, blue, yellow, clean, separate, landscape, sky, land, water, orange, green, purple, brown | secondary, colour wheel, background wash, tint, effects, impasto, scratching, dripping | combine, brush strokes, effect, improve |
| Range of Artists | Explore the art of a range of famous artists; <br> - Kandinsky (circles and shapes) <br> - Paul Klee (fish) <br> - Salvador Dali (face sculptures and portraits) | Know that artists create art and that some of them are famous <br> Explore the art of a wider range of famous artists; <br> - Picasso (faces and portraits) | Know names of some famous sculptures and their work <br> - Michelangelo (David) <br> - Andy Goldsworthy (natural patterns) <br> - Henry Moore (figures) | Have a knowledge of a selection of great artists in history <br> Research the work of different artists that inspire their own pieces of work |


|  |  | - Monet (water lilies) <br> - Bronwyn Bancroft (landscapes) | Know names of some different artists and look at work produced and different techniques used <br> - Van Gough (sunflowers) <br> - Andy Warhol (pop art) <br> - Frida Kahlo (portraits) <br> - Seurat (pointillism) <br> Begin to use ideas inspired by artists in their own work | Describe the work of another artist and give a simple opinion about their work <br> - Like <br> - Dislike |
| :---: | :---: | :---: | :---: | :---: |
| Key Vocabulary | artist, famous, Kandinsky, Paul Klee, Salvador Dali, circle, shape, fish, strange | Picasso, Monet, Bancroft, landscape, surreal | technique, sculptor, Michelangelo, Andy Goldsworthy, Henry Moore, Van Gough, Andy Warhol, Frida Kahlo, Seurat, pointillism, pop art, portrait, inspired, influence | history, opinion, like, dislike, preference |

