

Captain Cook Primary School



Art Curriculum

Non-Negotiable Curriculum and Assessment Document



Art Non-Negotiables

Year 1

Exploring and Developing Ideas

Record and explore ideas from first hand observation
 Ask and answer questions about their work
 Develop their ideas – trying things out, changing their minds
 Explore the work of artists, craftspeople and designers.

(WASSILY KANDINSKY)

Evaluating and Developing Work

- Review what they have done and say what they think and feel about it.
- Identify what they might change in current work

Investigating and making art, craft and design

Drawing

Experiment with a variety of media: pencils, rubbers, crayons, chalk.

Lines and Marks

Name, match and draw lines from observation

Form and Shape

Observe and draw shapes from observations

Tone

Investigate tone by drawing light and dark lines.

Texture

Investigate textures by describing, naming, rubbing and copying.

Digital Media

- Explore ideas using digital sources.
- Record visual images using digital cameras.
- Experiment with simple graphics package to create images and effects with:
- Lines: by changing brush size.
- Shapes: using eraser, shape and fill tools.

Painting

- Mix and match colours to artefacts and objects.
- Work on different scales.
- Experiment with tools and mixing media
- Colour: Identify primary colours by name.
- Mix primary shades.

Printing

Textiles

3D

- Manipulate malleable materials in a variety of ways including rolling and kneading.
- Explore sculpture with a range of malleable materials.
- Manipulate malleable materials for a purpose.
- Be aware of safety and basic care of tools.
- Form: Experiment with constructing and joining recycled, natural and manmade materials.
- Use simple 2D shapes to create a 3D form
- Texture: Experiment with changing the surface of malleable material, building texture.

Collage

- Create images from a variety of media; including photocopies, fabric, papers, junk etc.
- Arrange and glue materials to different backgrounds.
- Sort and group materials for different purposes e.g. colour or texture.
- Fold, crumple, tear and overlap papers.
- Work on different scales.
- Colour: collect, sort, name, match colours appropriate for an image.
- Shape: create and arrange shapes appropriately.
- Texture: create, select and use textured paper for an image.

ART ASSESSMENT CRITERIA



Key	Exploring Ideas	Developing Ideas	Investigating and Making	Evaluating
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Year 1

- I can record and explore ideas from observation.
- I can develop my ideas.
- [DRAWING] I can experiment with a variety of media: pencils, rubbers, crayons, chalk.
- [DIGITAL] I can explore ideas and record images using digital sources.
- [DIGITAL] I can use a simple graphics package to create images and effects by selecting lines and shapes.
- [PAINT] I can identify and mix primary colours.
- [COLLAGE] I can create images/items using a variety of colour, shape and texture.
- I can evaluate my work (and others') and identify what I might change.



Art Non-Negotiables

Year 2

Exploring and Developing ideas

Record and explore ideas from first hand observation

Ask and answer questions about their work

Develop their ideas – trying things out, changing their minds

Explore the work of artists, craftspeople and designers from different times and cultures

(GEORGES SEURAT)

Developing and Evaluating work

- Review what they, and others, have done and say what they think and feel about it.
- Identify what they might change in current work or develop in future work

Investigating and making art, craft and design

Drawing

Experiment with a variety of media: pastels, felt tips, chalks.

Control the types of marks made with the range of media

Lines and Marks

Invent new lines

Draw on different surfaces with a range of media.

Form and Shape

Draw shapes in between objects.

Invent new shapes.

Tone

Investigate tone by drawing light and dark patterns and shapes.

Texture

Investigate textures by describing, naming, rubbing and copying.

Digital Media

Painting

Printing

Textiles

3D

Collage

- Explore ideas using digital sources.
- Record visual images using digital cameras, video recorders.
- Use simple graphics package to create images and effects with:
- Colours and Textures: to create and manipulate images.
- Use basic selection and cropping tools.

- Use a variety of tools and techniques, including different brush sizes and types.
- Mix and match colours to artefacts and objects.
- Work on different scales.
- Experiment with tools and techniques: layering, scraping through.
- Colour: Identify primary colours by name.
- Mix primary tones.

- Print with a range of hard and soft materials: corks, pen barrels, sponge etc.
- Make simple marks with rollers and printing palettes; mono printing.
- Roll printing media over found objects to create patterns; mesh, stencils.
- Build repeating patterns and recognise patterns in the environment.
- Create simple printing blocks with press print.
- Design repetitive patterns
- Colour: Experiment with over printing.
- Texture: Make rubbings to collect patterns and textures.

- Match and sort fabrics and threads for colour, textures, length, size and shape.
- Change and modify threads and fabrics; knotting, fraying, fringing, twisting, plaiting.
- Cut and shape fabric with scissors.
- Apply shapes with glue
- Apply decoration using beads, buttons, feathers etc.
- Colour: Apply colour with printing, dipping, fabric crayons.
- Use dyes e.g. tea or coffee
- Texture: Make rubbings to collect patterns and textures.

ART ASSESSMENT CRITERIA



Key	Exploring Ideas	Developing Ideas	Investigating and Making	Evaluating
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Year 2

- I can record and explore ideas from observation.
- I can develop my ideas.
- [DRAWING] I can experiment and control types of marks made with a variety of media: pencils, felt tips, chalk.
- [DIGITAL] I can explore ideas and record images using digital sources.
- [DIGITAL] I can use a simple graphics package to create and manipulate images and effects by selecting colour, texture and cropping.
- [PAINT] I can identify and mix primary colours and their tones/shades.
- [PAINT] I can use a variety of tools to paint work on a variety of scale.
- [TEXTILE] I can create images/items using a variety of fabrics/threads and experimenting with colour/texture by applying embellishments (thread/bead/buttons/dyes).
- I can evaluate my work (and others') and identify what I might change.



Exploring and Developing Ideas

Select and record from observation, experience and imagination.

Question and make observations about starting points and select ideas to use in their work.

Explore the work, roles and purposes of artists, craftspeople and designers working in different times and cultures. **(GUISEPPE ACRIMBOLDO)**

Developing and Evaluating Work

- Compare ideas in their own and others' work and say what they think and feel about them.
- Adapt their work according to their views and describe how they might develop it further.

Investigating and making art, craft and design

Drawing

Experiment with ways in which surface detail can be added to drawings.
Draw on visual information from different sources.

Lines and Marks

Make marks and lines with a wide range drawing implements including: charcoal, pencil, crayon, chalk pastels and pens.

Form and Shape

Begin to show awareness of objects having a third dimension.

Tone

Experiment with different grades of pencil and other implements to achieve variations in tone.

Texture

Create textures with a wide range of drawing implements.

Digital Media

- Record and collect visual information using digital cameras
- Present recorded visual images using software.
- Use a graphics package to create images and effects with;
- Lines: by controlling the brush tool with increased precision.
- Changing type of brush to an appropriate style e.g. charcoal.
- Shape: create shapes by making selections to cut, duplicate and repeat.

Painting

- Experiment with different effects and textures: blocking-in colour, washing, thickening paints for textural effects.
- Work on a range of scales.
- Colour: Mix colours and know which primary colours make secondary colours.

Printing

Textiles

3D

- Plan, design and make models from observation and imagination.
- Join materials adequately and construct a simple base for extending and modelling other shapes.
- Create surface patterns and textures in malleable materials and on made items.

Collage

- Experiment with a range of collage techniques such as; tearing, overlapping and layering to create images and represent textures.
- Use collage as a means of collecting ideas and information and building visual vocabulary.

ART ASSESSMENT CRITERIA



Key	Exploring Ideas	Developing Ideas	Investigating and Making	Evaluating
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Year 3

- I can select and record ideas from observation, experience and imagination.
- I can question my observations, selecting and developing my ideas.
- [DRAWING] I can experiment with ways to add surface detail to drawing, drawing on visual information from different sources.
- [DIGITAL] I can record and collect visual information using digital sources and use software to present these images.
- [PAINT] I can mix colours and know which primary colours make secondary colours.
- [PAINT] I can experiment with effect and texture.
- [PAINT] I can work on a variety of scale.
- [COLLAGE] I can create and develop ideas/images/items by experimenting using a range of techniques, colours and textures.
- I can evaluate my work (and others') and adapt my work accordingly.



Exploring and Developing Ideas

Select and record from first hand observation, experience and imagination, and explore ideas for different purposes.

Question and make thoughtful observations about starting points and select ideas to use in their work.

Explore the work, roles and purposes of artists, craftspeople and designers working in different times and cultures. **(WILLIAM MORRIS)**

Developing and Evaluating Work

- Compare ideas, methods and approaches in their own and others' work and say what they think and feel about them.
- Adapt their work according to their views and describe how they might develop it further.
- Annotate preliminary work or sketches.

Investigating and making art, craft and design

Drawing

Experiment with ways in which surface detail can be added to drawings.

Record visual information from different sources.

Draw for a sustained period of time at an appropriate level.

Lines and Marks

Experiment with different grades of pencil to create lines and marks.

Form and Shape

Experiment with different grades of pencil and other media to draw different forms and shapes.

Begin to show awareness of objects having a third dimension.

Tone

Use different grades of pencil and other implements to achieve variation in tone.

Apply tone in drawing in a simple way.

Texture

Apply a simple use of pattern and texture in a drawing.

Digital Media

- Record and collect visual images using digital and video cameras.
- Present recorded visual images using software.
- Use a graphics package to create images with;
- Colour and Texture: experimenting by making appropriate choices of special effects to create and manipulate images for a particular purpose.

Painting

- Experiment with different effects and textures: blocking-in colour, washing, thickening paints for textural effects.
- Work on a range of scales.
- Create different effects and textures with paint according to what is needed for the task.
- Colour: Mix and use tints and shades

Printing

- Create printing blocks using relief or impressed methods.
- Create repeating patterns
- Print with two colour overlays.

Textiles

- Use a variety of techniques e.g. printing, resist methods, dyeing, stitching and weaving to create different textural effects.
- Match the tool to the material.
- Develop skills in stitching, cutting and joining.

3D

Collage

ART ASSESSMENT CRITERIA



Key	Exploring Ideas	Developing Ideas	Investigating and Making	Evaluating
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Year 4

- I can select and record ideas from observation, experience and imagination.
- I can question my observations, selecting and developing my ideas.
- [DRAWING] I can experiment with ways to add surface detail to drawing, drawing on visual information from different sources.
- [DRAWING] I can draw for a sustained period of time.
- [DIGITAL] I can record and collect visual information using digital sources and use software to present these images.
- [PAINT] I can mix and use tints and shades.
- [PAINT] I can experiment with effect and texture.
- [TEXTILE] I can use a variety of techniques (printing, dyeing, stitching, weaving, joining) to create and develop textiles items.
- I can evaluate my work (and others') and adapt my work accordingly.



Exploring and Developing Ideas

Select and record from first hand observation, experience and imagination, and explore ideas for different purposes.

Question and make thoughtful observations about starting points and select ideas to use in their work.

Explore the work, roles and purposes of artists, craftspeople and designers working in different times and cultures. **(M.C.ESHER)**

Developing and Evaluating Work

- Compare ideas, methods and approaches in their own and others' work and say what they think and feel about them.
- Adapt their work according to their views and describe how they might develop it further.
- Annotate preliminary work or sketches.

Investigating and making art, craft and design

Drawing

Work from a variety of sources including observation, photographs and digital images, to develop ideas.

Work in a sustained way to create a detailed drawing.

Lines, Marks, Tone, Form and Texture

Explore colour mixing and blending techniques with coloured pencils.

Use different techniques for different purposes i.e. shading/hatching within their own work.

Perspective and Composition

To be aware of simple perspective in their work.

Begin to develop an awareness of composition, scale and proportion in their work; foreground and background.

Digital Media

Painting

Printing

Textiles

3D

Collage

- Record and store visual information using digital cameras.
- Present recorded visual images using software.
- Use graphics package to manipulate images.

- Develop a painting from a drawing.
- Create imaginative work from a variety of sources.
- Colour: Mix and match colours to create effects.
- Be able to identify primary, secondary and complementary colours.

- Shape, form, model and construct from observation or imagination.
- Use recycled, natural and man-made materials to create sculpture.
- Plan a sculpture through drawing and other preparatory work.
- Develop skills in using malleable materials including; slabs, coils, slips etc.
- Produce intricate patterns in malleable media.

- Add collage to a painted, printed or drawn background.
- Use a range of media to create collages.
- Use different techniques, colours and textures etc. when designing and making pieces of work.
- Use collage as a means of extending work from initial ideas.

ART ASSESSMENT CRITERIA



Key	Exploring Ideas	Developing Ideas	Investigating and Making	Evaluating
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Year 5

- I can select and record ideas from observation, experience and imagination and explore ideas for different purposes.
- I can question my observations, selecting and developing my ideas.
- [DRAWING] I can work from a variety of sources (observation, photographs and digital images) to develop ideas.
- [DRAWING] I can draw for a sustained period of time to create a detailed drawing.
- [DIGITAL] I can record, manipulate and store visual information using digital sources.
- [DIGITAL] I can use software to manipulate, store and present visual information.
- [PAINT] I can identify primary, secondary and complementary colours.
- [PAINT] I can develop an imaginative painting from a drawing/variety of sources.
- [COLLAGE] I can create and develop ideas/images/items by experimenting using a range of techniques, colours and textures.
- I can evaluate my ideas, methods and approaches by comparing it with other peoples work.
- I can adapt my work accordingly and annotate preliminary work/sketches.



Exploring and Developing Ideas

Select and record from first hand observation, experience and imagination, and explore ideas for different purposes.

Question and make thoughtful observations about starting points and select ideas to use in their work.

Explore the work, roles and purposes of artists, craftspeople and designers working in different times and cultures. **(GUSTAV KLIMT)**

Developing and Evaluating Work

- Compare ideas, methods and approaches in their own and others' work and say what they think and feel about them.
- Adapt their work according to their views and describe how they might develop it further.
- Annotate preliminary work or sketches.

Investigating and making art, craft and design

Drawing

Work from a variety of sources including observation, photographs and digital images to develop ideas.

Work in a sustained and independent way to create a detailed drawing.

Develop close observation skills using viewfinders

Lines, Marks, Tone, Form and Texture

Explore colour mixing and blending techniques with coloured pencils.

Use different techniques for different purposes i.e. shading/hatching within their own work.

Start to develop their own style using tonal contrast and mixed media.

Perspective and Composition

Begin to use simple perspective in their work.

Begin to develop an awareness of composition, scale and proportion in their work; foreground, middle ground background.

Digital Media

- Record, collect and store visual information using digital and video cameras.
- Present recorded visual images using software.
- Be able to import an image into a graphics package.

Painting

- Carry out preliminary studies, trying out different media and materials and mixing appropriate colours
- Create imaginative work from a variety of sources.
- Colour: Mix and match colours to create atmosphere and light effects.
- Be able to identify primary, secondary, tertiary, complementary and contrasting colours.
- Work with complementary colours.

Printing

- Create printing blocks by simplifying an initial sketch idea.
- Use relief or impressed methods.
- Create prints with three overlays.
- Work on prints with a range of media; pens, inks, paints etc.

Textiles

- Use and thread different grades of threads and needles.
- Experiment with fabric printing e.g. batik or glue printing (resist methods).
- Experiment with a range of media to overlap and layer, creating interesting colours, textures and effects.

3D

Collage

ART ASSESSMENT CRITERIA



Key	Exploring Ideas	Developing Ideas	Investigating and Making	Evaluating
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Year 6

- I can select and record ideas from observation, experience and imagination and explore ideas for different purposes.
- I can question my observations, selecting and developing my ideas.
- [DRAWING] I can work from a variety of sources (observation, photographs and digital images) to develop ideas.
- [DRAWING] I can develop close observation, detailed drawings using viewfinders
- [DIGITAL] I can record, manipulate and store visual information using digital sources.
- [DIGITAL] I can use software to import, manipulate, store and present visual information.
- [PAINT] I can identify primary, secondary, tertiary, complementary and contrasting colours.
- [PAINT] I can explore and develop preliminary studies, trying out a variety of media/material to produce imaginative work.
- [TEXTILE] I can use a variety of techniques (printing, dyeing, stitching, weaving, joining) to create and develop textiles items.
- I can evaluate my ideas, methods and approaches by comparing it with other peoples work.
- I can adapt my work accordingly and annotate preliminary work/sketches.