



Hallaton Primary School – Overview for Art & Design – End Points

Reception	Key Stage 1	Lower Key Stage 2	Upper Key Stage 2
<p>In 2023-4 Reception children will cover aspects of KS1 Year A, but in less detail.</p>	<p>Year A Drawing: Make your mark <i>Bridget Riley, Zaria Forman</i> Craft and design: Woven wonders <i>Cecilia Vicuña</i> Sculpture and 3D: Paper play <i>Marco Balich</i> Painting & Mixed Media: Colour Splash <i>Clarice Cliff & Jasper Johns</i></p> <p>Year B Painting & mixed media: Life in colour <i>Romare Bearden</i> Drawing: Tell a story <i>Quentin Blake</i> Sculpture & 3D: Clay houses</p>	<p>Year A Drawing: Power prints <i>Fernando Botero</i> Painting & Mixed Media: Light & Dark <i>Clara Peeters</i> Craft & Design: Fabric of nature <i>William Morris</i></p> <p>Year B Craft and design: Ancient Egyptian scrolls Sculpture & 3D: Abstract shape & space <i>Anthony Caro</i> Drawing: Growing Artists <i>Georgia O'Keefe, Maud Purdy</i></p>	<p>Year A Painting & mixed media: Portraits <i>Chila Kumari & Singh Burman</i> Drawing: I need my space <i>Teis Albers</i> Sculpture & 3D: Interactive installation <i>Cai Guo-Qiang</i></p> <p>Year B Sculpture and 3D: Making memories <i>Louise Nevelson & Joseph Cornell</i> Drawing: Make my voice heard <i>Dan Fenelon</i> Craft & Design: Photo opportunity <i>Derek O Boateng, Crosby Chuck Close, Hannah Hoch, Chris Plowman</i></p>

Hallaton Primary School – End Points for Art & Design

Reception	Year 1 or Year 2	Year 3 or Year 4	Year 5 or Year 6
Drawing			

<ul style="list-style-type: none"> ● Explore mark making using a range of drawing materials. ● Investigate marks and patterns when drawing. ● Identify similarities and difference between drawing tools. ● Investigate how to make large and small movements with control when drawing. ● Practise looking carefully when drawing. ● Combine materials when drawing. 	<ul style="list-style-type: none"> ● Investigate marks and patterns when drawing. 	<ul style="list-style-type: none"> ● Use shapes identified within in objects as a method to draw. 	<ul style="list-style-type: none"> ● Gestural and expressive ways to make marks.
	<ul style="list-style-type: none"> ● Create marks by responding to different stimulus such as music. 	<ul style="list-style-type: none"> ● Create and achieve even tones when shading. 	<ul style="list-style-type: none"> ● Combine techniques to create a final composition.
	<ul style="list-style-type: none"> ● Use mark making to replicate texture 	<ul style="list-style-type: none"> ● Make choices about arranging cut elements to create a composition. 	<ul style="list-style-type: none"> ● Combine imagery into unique compositions.
	<ul style="list-style-type: none"> ● Complete a continuous line drawing. 	<ul style="list-style-type: none"> ● Create abstract compositions to draw more expressively. 	<ul style="list-style-type: none"> ● Achieve the tonal technique called chiaroscuro.
	<ul style="list-style-type: none"> ● Properties of drawing materials eg; which ones smudge, which ones can be erased, which ones blend. 	<ul style="list-style-type: none"> ● Make choices about arranging cut elements to create a composition. 	<ul style="list-style-type: none"> ● Decide what materials and tools to use based on experience and knowledge.

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Painting and Mixed Media			
<ul style="list-style-type: none"> ● 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 eg paint, water for painting. ● Explore paint textures, for example mixing in other materials or adding water. 	<ul style="list-style-type: none"> ● Explore what happens when paint colours mix. ● Mix a variety of shades of a secondary colour. 	<ul style="list-style-type: none"> ● Mix a tint and a shade by adding black or white 	<ul style="list-style-type: none"> ● Choose colours to represent an idea or atmosphere.
	<ul style="list-style-type: none"> ● Make natural painting tools. ● Choose suitable sized paint brushes. ● Create texture using different painting tools. 	<ul style="list-style-type: none"> ● Organise painting equipment independently, making choices about tools and materials. ● Choose suitable painting tools. 	<ul style="list-style-type: none"> ● Experiment with materials and create different backgrounds to draw onto.
	<ul style="list-style-type: none"> ● Respond to a range of stimuli when painting. ● Compose a collage, arranging and overlapping 	<ul style="list-style-type: none"> ● Arrange objects to create a still life composition. 	<ul style="list-style-type: none"> ● Use a photograph as a starting point for a mixed-media artwork.

<ul style="list-style-type: none"> 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. 	pieces for contrast and effect.		<ul style="list-style-type: none"> Take an interesting portrait photograph, exploring different angles.
	<ul style="list-style-type: none"> Make a paint colour darker or lighter (creating shades) in different ways e.g. adding water, adding a lighter colour. Overlap paint to mix new colours. Match colours seen around them. Add painted detail to a collage to enhance/improve it. 	<ul style="list-style-type: none"> Use tints and shades of a colour to create a 3D effect when painting. 	<ul style="list-style-type: none"> Choose colours to represent an idea or atmosphere.

Reception	Year 1 or Year 2	Year 3 or Year 4	Year 5 or Year 6
Sculpture and 3D			
<ul style="list-style-type: none"> Explore the properties of clay. Use modelling tools to cut and shape soft materials eg. 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. 	<ul style="list-style-type: none"> Use modelling tools to cut and shape soft materials e.g. playdough, clay. Cut shapes from paper and card. Smooth and flatten clay. Roll clay into a cylinder or ball. Make different surface marks in clay. Use hands in different ways as a tool to manipulate clay. Use clay tools to score clay. Make a clay pinch pot. 	<ul style="list-style-type: none"> Shape card in different ways e.g. rolling, folding and choose the best way to recreate a drawn idea. 	<ul style="list-style-type: none"> Translate a 2D image into a 3D form.
	<ul style="list-style-type: none"> Select and arrange natural materials to make 3D artworks. 	<ul style="list-style-type: none"> Join 2D shapes to make a 3D form. Join larger pieces of materials, 	<ul style="list-style-type: none"> Manipulate cardboard to create 3D forms (tearing,

<ul style="list-style-type: none"> Develop 3D models by adding colour. 	<ul style="list-style-type: none"> Join two clay pieces using slip. 	<p>exploring what gives 3D shapes stability.</p>	<p>cutting, folding, bending, ripping).</p>
	<ul style="list-style-type: none"> Roll and fold paper. Create a variety of shapes in paper, e.g. spiral, zig-zag 	<ul style="list-style-type: none"> Shape card in different ways e.g. rolling, folding and choose the best way to recreate a drawn idea. 	<ul style="list-style-type: none"> Manipulate cardboard to create different textures. Make a cardboard relief sculpture.
	<ul style="list-style-type: none"> Problem-solve and try out solutions when using modelling materials. Develop 3D models by adding colour. 	<ul style="list-style-type: none"> Plan a sculpture by drawing. Choose materials to scale up an idea. 	<ul style="list-style-type: none"> Make visual notes to generate ideas for a final piece. Plan an installation proposal, making choices about light, sound and display. Translate ideas into sculptural forms.

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Craft & Design			
<ul style="list-style-type: none"> Explore differences when cutting a variety of materials. Investigate different ways of cutting eg. straight lines, wavy lines, zig-zags. Follow lines when cutting. Experiment with threading objects, holding equipment steady to do so. Explore techniques for joining paper and card eg stick, clip, tie, tape. Apply craft skills eg. cutting, threading, folding to make their own artworks. Design something on paper ready to make in three dimensions. 	<ul style="list-style-type: none"> Try out a variety of ideas for adapting prints into 2D or 3D artworks. 	<ul style="list-style-type: none"> Use a sketchbook to research a subject using different techniques and materials to present ideas. Select imagery and use as inspiration for a design project. 	<ul style="list-style-type: none"> Create a photomontage. Create artwork for a design brief.
	<ul style="list-style-type: none"> Separate wool fibres ready to make felt. Lay wool fibres in opposite directions to make felt. Roll and squeeze the felt to make the fibres stick together. 	<ul style="list-style-type: none"> Make a scroll. Make a zine. Use a zine to present information. 	<ul style="list-style-type: none"> Use a camera or tablet for photography. Identify the parts of a camera. Take a macro photo, choosing an interesting composition. Manipulate a photograph using photo-editing tools.
	<ul style="list-style-type: none"> Draw a design onto a printing polystyrene tile 	<ul style="list-style-type: none"> Use glue as an alternative batik technique to create patterns on fabric. 	<ul style="list-style-type: none"> Use drama and props to recreate imagery.

	<p>without pushing the pencil right through the surface.</p> <ul style="list-style-type: none">• Apply paint or ink using a printing roller	<ul style="list-style-type: none">• Use materials, like glue, in different ways depending on the desired effect.• Paint on fabric.• Wash fabric to remove glue to finish a decorative fabric piece.	<ul style="list-style-type: none">• Take a portrait photograph. Use a grid method to copy a photograph into a drawing.
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