



Subject Leader Sticky Knowledge Grid

Subject: Art & Design

Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<u>Painting</u>						
• know how to make marks using a brush and paint	• To know the primary colour and how to mix colours to create secondary colours	• know how to add white to create tints and to add black to create shades	• know how to apply paint in a range of brushstrokes e.g. dots, lines, washes	• know how to use a range of brushes to produce a variety of effects • know how to produce a range of tints, shades or tones by adding white, black or grey to a hue (colour), using a limited colour palette	• know how to explore different tools and surfaces, experimenting with paint application, colour and scale • know how to use painting skills and colour mixing to reproduce a piece of art with accuracy	• know how to use a colour wheel to create different tints, tones, shades and contrasting colours
<u>Drawing</u>						
• Know how to make simple marks	• Know how to hold a pencil • Know how to make marks and simple patterns	• Know how to draw an increasing range of marks, lines and patterns, expressively and confidently	• Know how to use three different grades of pencils	• Know how to use different grades of pencil to shade and to show different tones and textures, using marks and lines	• Know how to use a sketchbook to record ideas, observations and imaginative drawings using a range of strategies, shading, cross-hatching and develop perspective by using different viewpoints	• Know how to use feedback to make amendments and improvements to a piece of art
<u>Study of Great Artists, Architects & Designers</u>						
• Know how to explain if a piece of art is liked or disliked	• Know how to give an opinion about the work of an artist	• Know how to create a drawing in response to the work of another artist	• Know how to compare the work of different artists	• Know how to experiment with the styles used by other artists	• Know how to research the work of an artist and their work to replicate a style	• Know how to explain the style of art used and how it has been influenced by famous artist
<u>Collage & Textiles</u>						

• know how to create a collage using torn paper	• know how to create a weaving pattern using paper and /or wool	• know how to attach fabrics or materials in a variety of different ways	• know how to combine collage and textile materials in different ways	• know how to do simple stitching e.g. running stitch • know how to use collage as a means of creating an image	• know how to manipulate and combine textiles	• know that plain cloth can be manipulated and enhanced in a variety of ways e.g. printing, dyeing, textures, weaving
Digital Art						
• know how to use a computer or i-pad to draw	• know how to use a computer or i-pad to create a design or image	• know how to use a computer or i-pad as a tool for combining or adapting images	• know how to use simple software to change scale and combine images for different purposes	• know how to use photography to create calendar designs	• know how to combine digital art and paint processes with layers of drawn elements e.g. adding children's work over and image	• know how to explore ideas and collect visual information, using digital cameras and other tools
Printing						
• know how to make print marks with a variety of objects e.g. fruit, body parts	• know how to make printed marks on different materials e.g. playdough	• know how to create a print by pressing, rolling, rubbing and stamping	• know how to apply and even distribution of ink to the tile, block	• know how to print onto different materials	• know how to combine printing with other media, developing an understanding of which printing method is most appropriate	• Know how to design patterns of increasing complexity e.g. repetition, rotation and symmetry
Sculpture						
• know how to stack and build using different materials e.g. bricks, Duplo • know how to squash and stretch malleable materials e.g. playdough	• know how to cut, bend, fold, and stick materials • know how to make an assemblage from found or natural materials	• know how to roll, coil and join using modelling materials e.g. clay • know how to use cutting and sticking skills to make an assemblage that stays intact	• know that there is a difference between 2D and 3D art • experiment with and extend their understanding of how to use and the modelling of clay and card	• know how to use different tools and understand their suitability for different tasks • know which materials to choose for different tasks/projects	• know how to use a 2D image as a starting point to create a 3D sculpture • extend their construction skills through experimenting e.g. card cutting, scoring, folding, bending and sticking	• know how to produce and use a design as a starting point for sculpture e.g. a sculpture based on a previously drawn figure • know how to use a variety of tools confidently and safely for different tasks