



Developing Art at Whitegate

At Whitegate, we follow the guidance of the National Curriculum, however, we make some alterations to suit our context and overall intent. In short, we match the curriculum but exceed the breadth. Technology is used to enhance the learning and as a further tool for engagement. We plan carefully for progression in both knowledge and skills from EYFS to Year 6.

We want children at Whitegate to leave being engaged and intrigued by art and understand the range of opportunities that art can give them.

They become enlightened and ask questions about what is art. They offer their opinions and feelings and are able to discuss the piece at a deeper level.

The year group to which the objective relates










Areas which are repeated each year

An area which the children are coming across for the first time












EYFS – Early Learning Goals

Exploring and using media and materials	Children safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.
Being imaginative	Children use what they have learnt about media and materials in original ways, thinking about uses and purposes. They represent their own ideas, thoughts and feelings through design, technology, art, music, dance, role play and stories.











Year 1

Using Materials	Drawing	Using colour, pattern, texture, line, form, space and shape	Study of great artists
<i>Use a range of materials creatively to design and make products.</i>	<i>Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.</i>	<i>Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.</i>	<i>Study a range of artists, craft makers and designers.</i>
<ul style="list-style-type: none">  Know how to cut, roll and coil materials.  Know how to use IT to create a picture. 	<ul style="list-style-type: none">  Know how to show how people feel in paintings and drawings.  Know how to use pencils to create lines of different thickness in drawing. 	<ul style="list-style-type: none">  Know how to create moods in art work.  Know the names of the primary and secondary colours.  Know how to create a repeating pattern in print. 	<ul style="list-style-type: none">  Describe what can be seen and give an opinion about the work of an artist.  Ask questions about a piece of art.













Year 2

Using Materials	Drawing	Using colour, pattern, texture, line, form, space and shape	Study of great artists
<i>Use a range of materials creatively to design and make products.</i>	<i>Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.</i>	<i>Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.</i>	<i>Study a range of artists, craft makers and designers.</i>
<ul style="list-style-type: none">  Know how to create a printed piece of art by pressing, rolling, rubbing and stamping.  Know how to make a clay pot and how to join two clay finger pots together.  Know how to use different effects within an IT paint package. 	<ul style="list-style-type: none">  Choose and use three different grades of pencil when drawing.  Know how to use charcoal, pencil and pastel to create art.  Know how to use a viewfinder to focus on a specific part of an artefact before drawing it. 	<ul style="list-style-type: none">  Know how to mix paint to create all the secondary colours.  Know how to create brown with paint.  Know how to create tints with paint by adding white and know how to create tones with paint by adding black. 	<ul style="list-style-type: none">  Suggest how artists have used colour, pattern and shape.  Know how to create a piece of art in response to the work of another artist.










Year 3

Developing Ideas	Drawing, painting and sculpture	Study of great artists
<i>Use sketching and other mediums to record observations and use them to review and revisit ideas.</i>	<i>Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay)</i>	<i>Learn about a range of great artists, architects and designers in history.</i>
<ul style="list-style-type: none">  Know how to use sketches to produce a final piece of art.  Know how to use digital images and combine with other media know how to use IT to create art which includes their own work and that of others. 	<ul style="list-style-type: none">  Know how to show facial expressions in art.  Know how to use different grades of pencil to shade and to show different tones and textures.  Know how to create a background using a wash.  Know how to use a range of brushes to create different effects in painting. 	<ul style="list-style-type: none">  Know how to identify the techniques used by different artists.  Know how to compare the work of different artists.  Recognise when art is from different cultures.  Recognise when art is from different historical periods.











Year 4

Developing Ideas	Drawing, painting and sculpture	Study of great artists
<i>Use sketching and other mediums to record observations and use them to review and revisit ideas.</i>	<i>Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay)</i>	<i>Learn about a range of great artists, architects and designers in history.</i>
<ul style="list-style-type: none">  Know how to integrate digital images into artwork.  Use sketches to help create facial expressions.  Use sketches to experiment with different texture.  Use photographs to help capture reflections. 	<ul style="list-style-type: none">  Know how to show facial expressions and body language in sketches and paintings.  Know how to use marks and lines to show texture in art.  Know how to use line, tone, shape and colour to represent figures and forms in movement and know how to show reflections.  Know how to print onto different materials using at least four colours.  Know how to sculpt clay and other mouldable materials. 	<ul style="list-style-type: none">  Experiment with the styles used by other artists.  Explain some of the features of art from historical periods.  Know how different artists developed their specific techniques.

Year 5

Developing Ideas	Drawing, painting and sculpture	Study of great artists
<i>Use sketching and other mediums to record observations and use them to review and revisit ideas.</i>	<i>Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay)</i>	<i>Learn about a range of great artists, architects and designers in history.</i>
<ul style="list-style-type: none">  Experiment by using marks and lines to produce texture.  Experiment with shading to create mood and feeling.  Experiment with media to create emotion in art.  Know how to use images created, scanned and found; altering them where necessary to create art. 	<ul style="list-style-type: none">  Know how to use shading to create mood and feeling.  Know how to organise line, tone, shape and colour to represent figures and forms in movement.  Know how to express emotion in art.  Know how to create an accurate print design following given criteria. 	<ul style="list-style-type: none">  Research the work of an artist and use their work to replicate a style.

Year 6

Developing Ideas	Drawing, painting and sculpture	Study of great artists
<i>Use sketching and other mediums to record observations and use them to review and revisit ideas.</i>	<i>Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay)</i>	<i>Learn about a range of great artists, architects and designers in history.</i>
<ul style="list-style-type: none">  Explain why different tools have been used to create art.  Explain why chosen specific techniques have been used.  Know how to use feedback and make amendments and improvements to art.  Know how to use a range of e-resources to create art. 	<ul style="list-style-type: none">  Know how to overprint to create different patterns.  Know which media to use to create maximum impact.  Use a full range of pencils, charcoal or pastels when creating a piece of observational art. 	<ul style="list-style-type: none">  Explain the style of art used and how it has been influenced by a famous artist.  Understand what a specific artist is trying to achieve in any given situation.  Understand why art can be very abstract and what message the art is trying to convey.