

	Root Skills	Branch Knowledge	Leaf Knowledge
Foundation 1	Expressive arts and design involves enabling children to explore and play with a wide range of media and materials, as well as providing opportunities and encouragement for sharing their thoughts, ideas and feelings through a variety of activities in art, music, movement, dance, role-play, and design and technology.	They safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. 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 and technology, art, music, dance, role-play and stories.	Painting 1. Finger painting/hand painting. 2. Use different brushes to make range of marks. 3. Experiment with mixing colours. Drawing 1. Use mark making materials (crayons, pencils etc.). 2. Line drawings (explore ways of making lines). 3. Colour sorting, discussing. Printmaking 1. Finger/hand painting. 2. Potato/vegetable printing. 3. Sponge and ready-made object printing. 3D 1. Modelling material experimentation (e.g. clay, plasticine, play-dough). 2. Simple box and junk modelling. Collage 1. Explore different papers, tear and cut to make a collage of a variety of textures. Textiles 1. Colour fabric. 2. Cut fabric. 3. Decorate fabric using glue to join buttons, sequins etc. 4. Weaving and collage with fabrics. Digital Art 1. Use ipad/paint package to create a simple picture. 2. Take simple pictures. Critical Studies 1. When looking at an artwork be able to show likes and dislikes. Simple discussion about what can be seen 2. Talk about own work
			  

	Root Skills	Branch Knowledge	Leaf Knowledge
Foundation 2	Expressive arts and design involves enabling children to explore and play with a wide range of media and materials, as well as providing opportunities and encouragement for sharing their thoughts, ideas and feelings through a variety of activities in art, music, movement, dance, role-play, and design and technology.	They safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. 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 and technology, art, music, dance, role-play and stories.	Painting 1. Paint using different size brushes and other things (e.g sticks). 2. Guided colour mixing. 3. Create paintings of 'real' things. Drawing 1. Explore different thicknesses of pencils, pens etc. 2. Simple self-portraits. 3. Draw using a limited palette of colours. Printmaking 1. Finger printing and shaped hands (e.g. side of curved hand). 2. Object printing (e.g. cotton reels). 3. Simple rubbings using crayons. 3D 1. Begin to make definite products (e.g. an animal). 2. Begin to decorate model. 3. Begin to make a definite object from junk materials or natural found objects. (e.g a cat, a face). Collage 1. Explore a growing range of collage materials including fabrics and found materials. Textiles 1. Colour fabrics and use mark making on fabrics. 2. Cut out shapes from fabric. 3. Decorate fabric using glue or staples to join beads, braids etc. 4. Weaving and collage with fabrics. Digital Art 1. Use different tools on ipads/paint package to create simple pictures. 2. Take photographs on the ipads, making sure they are clear. Critical Studies 1. Talking about particular artists, What colours have they used? What can you see in the picture? Etc. 2. Talking about own work. 3. Give feedback to others.
			

Robin Hood Primary Root and Branch Curriculum Plan

Subject: Art and Design

	Root Skills	Branch Knowledge	Leaf Knowledge
Year 1	To produce creative work, exploring ideas and recording experiences To become proficient in drawing, painting, sculpture and other art Evaluate and analyse creative works using the language of art, craft and design Know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms	To use a range of materials creatively to design and make products To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space About the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work	Painting 1. Improve control over a range of brushes 2. Create paintings of real scenes as well as abstracts/fantasy. 3. Guided colour mixing – primary and secondary colours Drawing 1. Blending and exploring characteristics of different materials (Crayons/pastels etc). 2. Portraits -observational drawings of a partner. 3. Using drawing to design other projects – textiles, painting etc. Printmaking 1. Very simple monoprints. 2. Marble or bubble printing. 3. Rubbings and textures of natural and man-made materials. 3D 1. Experiment with different techniques of shaping modelling material. 2. Use clay or similar material to create a definite product (e.g. a face). 3. Use and choose materials for a particular role. E.g. lolly sticks for strength. 4. Look at simple ways of joining. Collage 1. Sort materials into groups (e.g. manmade, smooth, shiny). Create corresponding collages. 2. Start to combine other art techniques with collage e.g. paint or crayon. Textiles 1. Colour fabric using a range of techniques e.g. printing, painting, salting etc. 2. Decorate fabrics using a simple stitch or staples. 3. Join fabrics using glue, staples or tape. 4. Sort textiles within collage and weaving e.g. shiny or furry. Digital Art 1. Use different size brushes, colour fill etc. to create a digital picture. 2. Take photographs with a purpose and select best ones. Animation 1. Very simple tool/app/programme used for children to explore animation. Critical Studies 1. Discussing 'Why' in addition to 'What' artists have done 2. Giving constructive feedback to others 3. Discussing own artwork and how could improve or change work 4. Gallery visits
			  

Robin Hood Primary Root and Branch Curriculum Plan

Subject: Art and Design

	Root Skills	Branch Knowledge	Leaf Knowledge
Year 2	To produce creative work, exploring ideas and recording experiences	To use a range of materials creatively to design and make products	Painting 1. Improve control of brushes. 2. Action paintings – blobs/splats etc. 3. Consolidate colour mixing Drawing 1. Shading and cross hatching practise and play. 2. Observational drawing. 3. Beginning of life drawing, stick figures and proportions. Printmaking 1. Monoprints. 2. Simple 'press-print' design. 3. Warhol-style printing (single colour block printing different colour/ different paper etc. 3D 1. Begin to use tools for clay** work. 2. Clay* construction basics (roughen edges and water to join clay*). 3. Use a variety of materials to create 3D work using joining techniques. Collage 1. Draw shapes, cut from a variety of materials and arrange to create either an abstract or representational picture. 2. Combine other art techniques with collage e.g. paint, crayon, stitches. Textiles 1. Colour fabrics using two stages. 2. Cut out shapes using a template. 3. Decorate fabrics using a range of materials and stitches using different textures. 4. Join fabrics using glue, staples, tape or stitches. Digital Art 1. Select and use different techniques to communicate ideas through their digital picture. Extend their use of different tools and techniques. 2. Use ipads to experiment with photography, editing and adding effects. Animation 1. Flip books with moving figures. 2. Simple animations – shots of drawings or ready made action figures or toys. 3. Stop motion animation with people as characters. Critical Studies 1. Comparison of different types of artwork and talking about emotional response to works 2. Discussing why artists have done what they have done and what would happen if some parts were changed. 3. Gallery visits
	To become proficient in drawing, painting, sculpture and other art,	To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination	
	Evaluate and analyse creative works using the language of art, craft and design	To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space	
	Know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms	About the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work	



Robin Hood Primary Root and Branch Curriculum Plan

Subject: Art and Design

	Root Skills	Branch Knowledge	Leaf Knowledge
Year 3	To produce creative work, exploring ideas and recording experiences	Pupils should be taught to develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design	Painting 1. Use of different paints. 2. Expanding use of different ways of applying paint – spreading, dotting, splashing etc. 3. Colour mixing activity to match colours and beginnings of colour theory. Drawing 1. Dark and light beginning to use contrast for effect. 2. Life drawing. 3. Showing emotion on faces – sketching and cartooning. Printmaking 1. Monoprints 2. ‘Press-print’ – complex shapes. 3. Building up printing blocks with string or found materials – texture and line. 3D 1. Create simple coil pots in clay**. 2. Use simple casting techniques (a made frame, an object etc.) 3. Constructing using more accurate skills (e.g. measuring, scoring, cutting). Collage 1. Create patterns from observational line-drawings using appropriate media. e.g. use green materials to represent the veins of a leaf. 2. Represent objects in collage material. 3. Combine art techniques to embellish collage. Textiles 1. Create a simple pattern using colour on fabric. 2. Use appropriate decoration techniques e.g. applique. 3. Join fabrics using a simple stitch e.g. running stitch. Digital Art 1. Combine photographs with images and drawings to create artworks, thinking about what makes a good photograph. 2. Change colours/effects to alter the mood of the image. Animation 1. Use ipad to capture film and images as appropriate – scripting short and long films 2. Choose scene transitions 3. Use zoom facility on camera to include details. Critical Studies 1. Own emotional responses to different types of artwork. How might you improve it? 2. Expanding vocabulary of art- visual elements, site, situation etc. 3. Gallery visits – various themed activities.
	To become proficient in drawing, painting, sculpture and other art,	Create sketch books to record their observations and use them to review and revisit ideas	
	Evaluate and analyse creative works using the language of art, craft and design	To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials	
	Know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms	Taught about great artists, architects and designers in history	



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	Root Skills	Branch Knowledge	Leaf Knowledge
Year 4	To produce creative work, exploring ideas and recording experiences	Pupils should be taught to develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design	Painting 1. Use of different size brushes for matching detail and the type of paint used. 2. Use of paint for effects. 3. Scale of work to evoke different responses.
	To become proficient in drawing, painting, sculpture and other art	Create sketch books to record their observations and use them to review and revisit ideas	Drawing 1. Using shading to create atmosphere and shadow. 2. Life drawing and the body in motion. 3. Cartooning.
	Evaluate and analyse creative works using the language of art, craft and design	To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials	Printmaking 1. Look at Indian wood block printing. Using natural colour dyes. 2. Block printing -build up own block using balsa wood, string, craft foam etc. 3. Stamp designs into foil or paper texture printing.
	Know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms	Taught about great artists, architects and designers in history	3D 1. Use clay** slab building techniques to construct. 2. Carve into clay* or similar material. 3. Use finishing techniques when constructing to strengthen and improve what they produce. Collage 1. Reproduce original drawings in the style of an artist using appropriate collage materials or recreate artworks in collage. e.g. Jackson Pollock's Autumnal Rhythm using thread, paper and wool. 2. Combine art techniques to embellish collage. Textiles 1. Create a pattern on fabric e.g. block printing. 2. Understand seam allowance. 3. Explore fastenings e.g. Buttons. 4. Understand the need for a pattern and create own simple pattern. Digital Art 1. Further combine digital elements to create an artwork such as creating a soundscape to accompany the piece. 2. Use appropriate effects for the intended purpose. Animation 1. Use animation app on ipad 2. Taught awareness of animation techniques – frames and shots for example 3. History of animation – optical illusions, zoetrope and magic lanterns. Critical Studies 1. Site and situation – How does placing a work in a particular place change its meaning? 2. Life stories of artists 3. Gallery visits – various themed activities.



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Subject: Art and Design

	Root Skills	Branch Knowledge	Leaf Knowledge
Year 5	To produce creative work, exploring ideas and recording experiences To become proficient in drawing, painting, sculpture and other art Evaluate and analyse creative works using the language of art, craft and design Know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms	Pupils should be taught to develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design Create sketch books to record their observations and use them to review and revisit ideas To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials Taught about great artists, architects and designers in history	Painting 1. Use of different paints and techniques. 2. Use of paints or additions to paints (e.g. sand) to change the texture of the paint. 3. Choose colour to evoke mood or setting. Drawing 1. Perspective in addition to shading to give impression of shape. 2. Discussion and practise visual elements. 3. Use of drawing as a means of designing. Printmaking 1. Complex monoprints or simple screen-printing. 2. Try simple lino cuts. 3. Look at typesetting using letter blocks. Explore different fonts and sizes. 3D 1. Shape material by carving down to create. e.g a block of soap carved into a Greek column. 2. Shape, form, model and construct using different clay** techniques. 3. Accurately use tools to cut and form rigid materials. Collage 1. Recreate designs from other times and cultures using a variety of materials. 2. Explore surfaces using a magnifying glass or enlarged digital photo. Simplify what is observed and recreate in collage. 3. Combine art techniques to embellish collage. Textiles 1. Decorate fabrics appropriately e.g. 'Easy-Batik', before joining components. 2. Pin and tack fabrics together. 3. Understand pattern layout. 3. Select stitches to join fabrics e.g. blanket stitch. Digital Art 1. Choose app/program to create a particular artwork and be able to explain your choices. Animation 1. Combine still/moving images in a show to create stop animation/movies 2. Edits videos or music footage 3. Review and add to/replace and edit clips to make messages clearer 4. Experiment with different viewpoints when filming. Critical Studies 1. Discussing of form and function – how different uses reflect how art is made 2. Changes in media used over history 3. Gallery and studio visits – various themed activities.
			 

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	Root Skills	Branch Knowledge	Leaf Knowledge
Year 6	To produce creative work, exploring ideas and recording experiences	Pupils should be taught to develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design	Painting 1. Expansion in use of different paints (inks etc.) 2. Use a range of different techniques and effects to achieve chosen outcome. 3. Expansion of abstract ideas – using textures, colour to indicate emotions etc.
	To become proficient in drawing, painting, sculpture and other art.		Drawing 1. Landscapes – natural and built using perspective and shading to give effect of depth etc. 2. Life drawing – bodies in motion. 3. Graphic design – layout, marketing etc.
	Evaluate and analyse creative works using the language of art, craft and design	Create sketch books to record their observations and use them to review and revisit ideas	Printmaking 1. Linocut 2. Screen-printing 3. Poster art. Explore advertising, fonts, logos etc.
	Know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms	To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials Taught about great artists, architects and designers in history	3D 1. Use materials with confidence, creativity and imagination to create 3D object. 2. Select a range of materials to create a desired effect. Combining them successfully. 3. Select and use tools accurately to cut and form materials considering aesthetics. Collage 1. Represent natural found objects like shells, tree bark, water using a variety of materials. 2. Take photographs and reproduce in collage material. 3. Combine art techniques to embellish collage. Textiles 1. Create 3D projects using pattern pieces and seam allowance. 2. Combine fabrics to create more useful or decorative properties. 3. Make quality projects. 4. Batik. Digital Art. 1. Competently combine effects to create a digital artwork. Animation 1. Can animate images for a purpose including stop motion animation. 2. Edits video footage to draw out key features for an audience. 3. Can record themselves using ipad. 4. Explain choice of clips, effects and structure in they have created. 5. Consider effect of light and shadow when filming. Critical Studies 1. Personal responses to artworks – use as stimulus for creative writing etc. 2. Awareness of issues in art, censorship, aesthetics etc. 3. Gallery and studio visits – various themed activities.



*Other considerations

- ✓ Make sure children are given an element of choice. This could be that you give the children a selection of papers/different colours/ patterned papers/card/scrap materials/fabric etc. to paint/draw on.
- ✓ Think about the scale of the work. Have you given children the opportunity to work on different sizes? You may create one piece of work on A2 and another on A5. Don't always use white A4!
- ✓ Consider the diversity of the artworks/ artists you are sharing. Have you used contemporary work? Male and female? Are ethnic minority artists represented?
- ✓ Remember 'artists' include designers and craftspeople.
- ✓ At least one of your activities needs to have an element of redrafting (think Austin's butterfly).

** Clay = any suitable modelling material