Personal Responsibibility In Delivering Excellence

## Art and Design

 Progression Overview|  |  | Art and Design Curriculum Coverage |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  | Nursery $\quad$Reception /  <br>  F2 | Yr1 | Yr2 | Yr3 | Yr4 | Yr5 | Yr6 |
| $\begin{aligned} & \frac{3}{3} \\ & \frac{1}{2} \\ & \frac{1}{3} \end{aligned}$ |  | ELG Fine Motor Skills: Children at the expected level of development will: <br> Hold a pencil effectively in preparation for fluent writing - using the tripod grip in almost all cases. <br> Use a range of small tools, including scissors, paint brushes and cutlery. <br> Begin to show accuracy and care when drawing. <br> ELG: The Natural World <br> Children at the expected level of development will: Explore the natural world around them, making observations and drawing pictures of animals and plants. <br> ELG: Creating with Materials <br> Children at the expected level of development will: <br> Safely use and explore a variety of materials, tools, and techniques, experimenting with colour, design, texture, form, and function. Share their creations, explaining the process they have used. | To use a range of materials creatively to design and make products. <br> To use drawing, painting, and sculpture to develop and share their ideas, experiences, and imagination. <br> To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form, and space. <br> To be taught 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. | To use a range of materials creatively to design and make products. <br> To use drawing, painting, and sculpture to develop and share their ideas, experiences, and imagination. <br> To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form, and space. <br> To be taught 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. | To create sketch books to record their observations and use them to review ideas. <br> To improve their mastery of art and design techniques, including drawing, painting, and sculpture with a range of materials [for example, pencil, charcoal, paint, clay] <br> To be taught about great artists, architects, and designers in history | To create sketch books to record their observations and use them to review ideas. <br> To improve their mastery of art and design techniques, including drawing, painting, and sculpture with a range of materials [for example, pencil, charcoal, paint, clay] <br> To be taught about great artists, architects, and designers in history | To create sketch books to record their observations and use them to review ideas. <br> To improve their mastery of art and design techniques, including drawing, painting, and sculpture with a range of materials [for example, pencil, charcoal, paint, clay] <br> To be taught about great artists, architects, and designers in history | To create sketch books to record their observations and use them to review ideas. <br> To improve their mastery of art and design techniques, including drawing, painting, and sculpture with a range of materials [for example, pencil, charcoal, paint, clay] <br> To be taught about great artists, architects, and designers in history |


|  |  | Nursery | Reception <br> / F2 | Yr1 | Yr2 | Yr3 | Yr4 | Yr5 | Yr6 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  | ELG Fine Motor Skills: <br> Birth to 3: <br> Explore different materials and tools. <br> ELG: Creating with Materials Birth to 3: <br> Manipulate and play with different materials. <br> 3- \& 4-year-olds: <br> Explore different materials freely, in order to develop their ideas about how to use them and what to make. <br> Develop their own ideas and then decide which. materials to use to express them. | ELG: The Natural World <br> Children in reception: Explore the natural world around them. ELG: <br> Children at the expected level of development will: <br> Explore the natural world around them, making observations and drawing pictures of animals and plants. <br> ELG: Creating with Materials <br> Children in reception: <br> Explore, use, and refine a variety of artistic effects to express their ideas and feelings. <br> Return to and build on their previous learning, refining ideas and developing their ability to represent them. Create collaboratively sharing ideas, resources, and skills. <br> ELG: <br> Children at the expected level of development will: Safely use and explore a variety of materials, tools, and techniques, experimenting with colour, design, texture, form, and function. Share their creations, explaining the process they have used. | respond positively to ideas for artwork and given starting points. <br> explore and collect ideas. <br> make links between their style and an artist's. <br> identify simple changes they would make to their work in future. <br> Use key vocabulary: artist <br> style | respond positively to ideas for artwork and suggest their own starting points. <br> explore and collect ideas from first-hand observations and imagination. <br> describe differences and similarities between their style and an artist's; <br> identify simple changes they would make to their work in future and explain why/how it would improve it; <br> Use key vocabulary: artist style observation imagination improvement | use sketchbooks to record singular ideas or pieces of work; <br> explore, collect, and record ideas from first-hand observations in detail; <br> question and make observations about starting points; <br> adapt and refine ideas suggested to them; <br> Use key vocabulary: artist <br> style observation | use sketchbooks to record and develop a variety of ideas for a piece of work on one page; question and make observations about starting points and select ideas to use and develop in their own work; <br> adapt and refine ideas independently. <br> Use key vocabulary: artist. style observation | review and revisit ideas in their sketchbooks before completing a final piece; <br> offer feedback about ideas and starting points using technical vocabulary; <br> think critically about their art ideas and methods; <br> use digital technology as sources for developing ideas; <br> Use key vocabulary: artist. <br> style <br> observation <br> digital technology | review and revisit ideas in their sketchbooks before completing a final piece using annotations; <br> question and offer feedback about ideas and starting points using technical vocabulary; <br> think critically about their art and the art of others to compare their ideas and methods; <br> use digital technology as sources for developing ideas and end outcomes; <br> Use key vocabulary: <br> artist. <br> style <br> observation <br> digital technology |


|  |  | Experiences/Reading presumed: <br> Playing with box modelling and materials to plan and make models. <br> Sharing the works of others famous and otherwise. <br> Talking about designing processes alongside a familiar adult. | A plan is my idea for something I will make/do (F1) | I can change my plans (F2) <br> The work of others (like famous paintings, photos, models) can be copied (F2) <br> I can improve my work to make it better (F2) | Starting points and ideas for artwork are given. (Year 1) <br> Work can be compared to an artist's using statements such as; "I have used ... like the artist". (Year 1) <br> Improvements to work can be planned using statements such as; <br> "Next time I would..." (Year 1) | Ideas can be collected and displayed/recorded. (Year 1) <br> Ideas collected can be from imagination or observations. (Year 2) <br> Starting points and ideas for artwork are given. (Year 1) | Ideas collected can be recorded/displayed in sketchbooks. (Year 3) <br> Starting points can be questioned and observations can be made. (Year 3) <br> Starting points and ideas can be adapted and refined when suggested have been made. (Year 3) | Ideas collected in sketchbooks can display a variety of ideas on a single page. (Year 4) <br> Starting points can be questioned and observations can be made. (Year 3) <br> Improvements to work can be planned using statements such as; <br> "Next time I would..." (Year 1) | Ideas within a sketchbook can be reviewed and revisited before completing a final piece. (Year 5) <br> Feedback can be given about starting points using technical vocabulary. (Year 5) <br> Art ideas and methods can be thoroughly and critically thought about. (Year 5) <br> Digital technology is used to develop ideas, using simple computer programs. (Year 5) |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  | A plan is my idea for something I will make/do. | I can change my plans. <br> The work of others (like famous paintings, photos, models) can be copied. <br> I can improve my work to make it better. | New Key Vocabulary: Artist - a person who creates drawings/paintings for a living. Style - having a particular way that they create their work. <br> Starting points and ideas for artwork are given. <br> Ideas can be collected and displayed/recorded. <br> Work can be compared to an artist's using statements such as; "I have used ... like the artist". <br> Improvements to work can be planned using statements such as; <br> "Next time I would..." | New Key Vocabulary: Improvement - the action taken to make something better. <br> Imagination - using only your mind to create images and ideas. <br> Observation - looking closely at something to notice aspects. <br> Own starting points can be suggested. <br> Ideas collected can be from imagination or observation. <br> Work can be compared to an artist's using both similarities and differences. <br> Discuss how work can be improved and why. | New Key Vocabulary: <br> Ideas collected can be recorded/displayed in sketchbooks. <br> First- hand observations can be explored, collected, and recorded in different ways. <br> Starting points can be questioned and observations can be made. <br> Starting points and ideas can be adapted and refined when suggested have been made. | New Key Vocabulary: <br> Ideas collected in sketchbooks can display a variety of ideas on a single page. <br> Ideas can be selected from a variety and developed. <br> Starting points and ideas can be adapted and refined independently. | New Key Vocabulary: Digital technology - using a computer to generate ideas. <br> Ideas within a sketchbook can be reviewed and revisited before completing a final piece. <br> Feedback can be given about starting points using technical vocabulary. <br> Art ideas and methods can be thoroughly and critically thought about. <br> Digital technology is used to develop ideas, using simple computer programs. | New Key Vocabulary: <br> Ideas in a sketchbook can be reviewed, revisited, and annotated before completing a final piece. <br> Feedback and questioning about starting points uses technical vocabulary. <br> Critical thinking can be applied to compare art ideas and methods to others. <br> Digital technology is used to complete end outcomes. |

Page 3

|  |  | Nursery | Reception <br> / F2 | Yr1 | Yr2 | Yr3 | Yr4 | Yr5 | Yr6 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Drawing Skills |  | ELG Fine Motor Skills: <br> Birth to 3: <br> Develop manipulation and control. Explore different materials and tools. <br> 3- \& 4-year-olds: <br> Use large-muscle movements to .... <br> Paint and make marks. <br> Use one handed tools and equipment. <br> ELG: Creating with Materials <br> Birth to 3: <br> Start to make marks intentionally. Explore paint with - fingers/ brushes/ tools. <br> 3- \& 4-year-olds: <br> Create closed shapes with continuous lines and begin. <br> to use these shapes to represent objects. <br> Draw with increasing complexity and detail, such as representing a face with a circle and including details. <br> Use drawing to represent ideas like movement or loud noises. <br> Show different emotions in their drawings and paintings, like happiness, sadness, fear etc. | ELG Fine Motor Skills: Children in reception: Develop their small motor skills to that they can use a range of tools competently, safely, and confidently e.g., pencils. ELG <br> Use a range of small tools, including pencils. Begin to show accuracy and care when drawing. <br> ELG: Creating with <br> Materials <br> Children in reception: <br> Explore, use, and refine a variety of artistic effects to express their ideas and feelings. <br> ELG: Creating with Materials <br> Children at the expected level of development will: - Safely use and explore a variety of materials, tools, and techniques, experimenting with colour, design, texture, form, and function; | use a variety of different materials to draw pencils, crayons, chalk, felt tips; <br> begin to explore the use of line, shape, and colour; <br> use dots and lines to demonstrate patterns; <br> Use key vocabulary: colour <br> line <br> shape <br> pattern | continue to explore a variety of different materials to draw pastels, charcoal, ball-point pen; <br> experiment with line, shape, pattern, and colour <br> E.g., changing thickness of line; <br> draw figures and real objects including singular and grouped objects; <br> Use key vocabulary: <br> colour <br> line <br> shape <br> pattern. <br> figure | experiment with different grades of pencil; <br> use different media to achieve variations in line, texture, tone, colour, shape, and pattern; <br> draw figures and real objects with increasing detail to features; <br> Use key vocabulary: space <br> texture <br> tone <br> Primary colour <br> Secondary colour tint <br> shade | make informed choices about the media they use inc, paper and media; <br> explore the relationship between line and tone, pattern and shape, line, and texture; <br> draw figures and real objects with increasing details and shadows; <br> Use key vocabulary: media texture tone shadow | use a variety of media for their work, making informed choices; <br> draw figures and real objects with increasing detail, shadows, and reflection; <br> use a variety of techniques to add effects, e.g., shadows, reflection, hatching and crosshatching; <br> use increasingly accurate scale and proportion; <br> Use key vocabulary: shadow. scale proportion | demonstrate a wide variety of ways to make different marks with dry and wet; <br> draw figures and real objects with increasing detail, shadow, reflection and explain how they have created the effect; <br> experiment with scale and proportion to create different effects; <br> depict movement and perspective in drawings; <br> Use key vocabulary: shadow perspective. <br> scale <br> proportion |



Page 5

|  |  | Pencils need to be held with a good <br> grip to make clear marks. <br> Different coloured pencils can be used to make drawings more colourful. | I know that a pencil makes marks. <br> I can use a pencil to make marks on a page. <br> I know I need to take care over my marks in order to ensure a clear picture. <br> If I press my pencil hard it will make a darker shape. | New Key Vocabulary: Colour <br> Line - a mark linking 2 points. It can vary in length, width, direction, and shape. <br> Shape - a flat enclosed area surrounded by edges or an outline. <br> Pattern - a design in which lines, shapes, forms, or colours are repeated. <br> Drawing simple shapes using pencils, crayons, chalks, felt tips. Begin to explore the use of line through drawing in different zigzag. <br> Begin to explore shape by drawing a variety of objects. <br> Begin to explore colour, choosing different colours for different parts of their art. <br> Show patterns in simple ways such as dots and lines. | New Key Vocabulary: the human form. <br> Further their knowledge of different media, using pastels, charcoal, ball-point pen. <br> Experiment with the use of line, changing from thick to thin for purpose. <br> Experiment with shape, adding more detail, experimenting with size. <br> Experiment with pattern, increasing/decreasing the number/size of pattern components. <br> Experiment with colour, choosing different colours for different purposes. <br> Draw simple figures and real objects. | Texture - the surface quality <br> of work. Showing visual and <br> physical properties. <br> Tone - showing a difference in <br> light or darkness of a colour. <br> Secondary Colour - the <br> colours created by mixing 2 <br> Primary colours together. <br> Purple/Orange/Green <br> Sketching pencils have <br> different grades of hard and black which can different marks. <br> Experiment with the use of different media for line, changing from thick to thin for <br> Experiment with the use of different media for shape adding more detail, $\qquad$ <br> Experiment with the use of different media for pattern, number/size of pattern components. <br> Experiment with different media for colour, choosing different colours for different purposes. <br> Show increasing detail on their | New Key Vocabulary: Media - the materials and Shadow - a shartist. created by an object on a surface by blocking the light. <br> Using prior knowledge about media, make choices about the task they are completing. <br> Explore the relationship between line and tone in drawings. <br> Explore the relationship between pattern and shape in drawing. <br> Explore the relationship between line and texture in drawing. <br> Notice and show shadows on objects when drawing. | New Key Vocabulary: <br> Hatching/cross-hatching <br> different directions to show change in tone. <br> Reflection - the casting back of light from an object. Scale - the size of the artwork or object/s. <br> Proportion - the relation between one object/part to another referring to size. <br> Using prior knowledge about media and it's uses, make informed choices about which medias work well and use a outcome. <br> Notice and show reflections <br> on objects when drawing. <br> Know how to use a variety of shading techniques, E.g., hatching, cross-hatching $\qquad$ of scale and proportion within their work. | New Key Vocabulary: Perspective - trying to show 3D form within the drawing. <br> Explain how they have created different effects within their artwork. <br> Depict movement within drawing. <br> Show perspective using a variety of techniques, E.g., hatching, cross-hatching |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |

Page 6

|  |  | Nursery | Reception / F2 | Yr1 | Yr2 | Yr3 | Yr4 | Yr5 | Yr6 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  | ELG Fine Motor Skills: Birth to 3: <br> Develop manipulation and control. <br> Explore different materials and tools. <br> 3-\& 4-year-olds: <br> Use large-muscle <br> movements to .... Paint and make marks. <br> Use one handed tool and equipment. <br> ELG: Creating with <br> Materials <br> Birth to 3: <br> Explore paint with - <br> fingers/brushes/tools <br> 3-\& 4-year-olds: <br> Show different emotions in <br> their drawings and <br> paintings, like happiness, <br> sadness, fear etc. <br> mixing. | ELG Fine Motor Skills: Children in reception: Develop their small motor skills to that they can use a range of tools competently, safely, and confidently e.g., paintbrushes. ELG of small tools, including paint brushes. ELG: Creating with Materials ELG <br> level of deve at the expected Safely use opment will: variety of materials, tools, and techniques, experimenting with colour, function; | know the names of all of the colours; <br> use a variety of brushes including size and type; <br> start to mix different colours; <br> be able to paint something they can see; <br> Use key vocabulary: colour <br> mix | know which colours are Primary colours; <br> experiment with different types of brushes, tools, and techniques to make different brush strokes: E.g., dab, smooth, sponge, stipple. <br> mix different colours to match objects they are painting; <br> work on a variety of differen scales and choose the appropriate equipment; <br> Use key vocabulary: <br> Primary colour. <br> dab <br> smooth <br> stipple | use a range of different brushes to create different effects; <br> experiment with different effects and textures inc. locking in colour, washes, thickened paint Etc <br> mix a variety of colours and know which Primary colours mix to create the Secondary colours using a colour wheel; <br> create tints by adding white and shades by adding black; <br> work confidently on a variety of different scales, confidently choosing the correct equipment; <br> Use key vocabulary: texture. blocking <br> colour wash <br> tint <br> Primary colour <br> Secondary colour | plan and create different extures with paint accordin to what they need for the task; <br> make and match colours with increasing accuracy; <br> use more specific colour vocabulary E.g., tint, tone, shade; <br> confidently create different marks and lines to show exture using a variety o brushes and techniques, <br> show increasing independence and creativity with the painting process; <br> Use key vocabulary: <br> tint tone <br> shade <br> line <br> texture | demonstrate a secure knowledge about Primary and Secondary colours; <br> use more specific vocabulary E.g., warm/cold colours, complementary/contrasting colours, hues and use these to show mood and atmosphere; <br> work on a preliminary level to test media and materials before crafting final pieces; <br> make informed choices about media equipment; <br> show differences in the background and foreground; <br> Use key vocabulary: <br> Primary colours <br> Secondary colours <br> warm colours <br> cold colours <br> complementary <br> contrasting <br> hues <br> background <br> foreground. | express mood and feelings through their work; <br> choose appropriate paint and equipment to adapt and extend their work; <br> layer paint to add detail to background and foreground; <br> Work on a preliminary level to test media and materials to make informed decisions about a fina piece; <br> show an awareness of how paintings are created; <br> explore paint textures by adding water, glue, sand, sawdust, Etc. <br> Use key vocabulary: <br> layer <br> background <br> foreground <br> texture |

Page 7


Page 8

|  |  | A brush can be moved in different ways to make marks. <br> Paints come in lots of colours. <br> Paint is wet on the page and takes time to dry. | Know a paintbrush can be used as a tool for painting. <br> We have different types of painting tools like brushes, sponges, rollers. <br> Some paints are used with water, some paints do not need water. <br> When 2 colours are mixed, they make a different colour. <br> Use a range of small tools, including paint brushes | New Key Vocabulary: <br> Colour <br> Mix - to combine 2 or more colours to make a new colour. <br> Name all of the colours. <br> Know that colours can be mixed to create new colours. <br> Know that different brushes can be used for different reasons. <br> Paint something that they can see. | New Key Vocabulary: <br> Primary colours - <br> Red/Yellow/Blue. They cannot be created by mixing other colours together. <br> Dab - to press against something lightly multiple times. <br> Smooth - a long sweeping motion creating a 'smooth' finish. <br> Stipple - using a high number of small dots. <br> Know the 3 Primary colours are red/yellow/blue. <br> Know that painting can be done with a variety of brushes and tools. <br> Know that brushes and tools can be used in a variety of ways E.g., dabbing, stippling. <br> Know that colours can be repeatedly mixed until they closely replicate the colour of an object. <br> Know that work can be done on a variety of scales and equipment can be matched. E.g., big paint brush for a big area. | New Key Vocabulary: Secondary colour-colours that are created by mixing 2 Primary colours together. red + yellow = orange blue + yellow = green red + blue = purple <br> Texture - the surface quality of work. Showing visual and physical properties. <br> Tint - adding white to create a lighter version of the colour. <br> Shade - adding black to create a darker version of a colour. <br> Blocking - bold and bright blocks of colour. Colour wash - paint thinned out with water to create subtle 'wash' of colour. <br> Experiment with a variety of different brushes to create different effects. <br> Experiment with different effects and textures in their work, using colour washes and colour blocking by changing the thickness of paint. <br> Mix Primary colours in order to create Secondary colours. <br> Create a colour wheel to show the Primary and Secondary colours. <br> Know that purple/orange/green are Secondary colours. <br> Know that adding white creates a tint of a colour. <br> Know that adding black creates a shade of a colour. <br> Confidently choose the correct equipment according to the scale of work they are completing. | New Key Vocabulary: Tone - showing a difference in light or darkness of a colour. Line - a mark linking 2 points. It can vary in length, width, direction, and shape. <br> Plan to use a variety of different textures/thicknesses of paint within their work E.g., colour wash for background, thick, colour-blocking in foreground. <br> Mix and match colours to objects more accurately without prompting. <br> Use vocabulary; tint, tone, shade to describe the colours they create. <br> Using a variety of brushes and tools, create a variety of marks and lines with increasing control. <br> Show more independence and creativity in their own artwork. | New Key Vocabulary: <br> Hue- the dominant colour within the family. <br> Warm colours - <br> Red/Orange/Yellow. <br> Cold colours - <br> Blue/Green/Purple. <br> Complimentary - colours on opposite sides of the colour wheel which work well together. <br> Contrasting - the difference between 2 elements in a composition. <br> Background - the part of a picture/image which is furthest away from the viewer. <br> Foreground - the part of a picture/image which is nearest the viewer. <br> Confidently, describe where the Primary and Secondary colours are on the colour wheel. <br> Know that Red/Orange/Yellow are warm colours. <br> Know that Blue/Green/Purple are cold colours. <br> Know that colours opposite each other on the colour wheel are complimentary colours but also contrasting. <br> Know that hue refers to the dominant colour. E.g., Green is a hue. Turquoise is a hue of green and blue. <br> Know that they can test out media and work on a preliminary level before completing a final piece. <br> Make informed choices about their choice of media. <br> Know that they can show differences between the foreground and background, thinking about size, detail Etc. | New Key Vocabulary: <br> Layer - <br> Know that warm colours and lighter tints are often associated with happy feelings. <br> Know that cold colours and darker shades are often associated with sad feelings. <br> Use warm/cold tints/shades to show mood and feelings in their work. <br> Know that paint can be used adapt and extend their work. <br> Know that paint can be layered to show background and foreground. <br> Make informed choices about a final piece by testing media and materials on a preliminary level. <br> Know how paintings are created throughout history. <br> Know that they can change the texture paint by adding water, glue, sawdust, sand Etc. |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |

Page 9

|  |  | Nursery | Reception / F2 | Yr1 | Yr2 | Yr3 | Yr4 | Yr5 | Yr6 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| $\begin{aligned} & \text { 늘 } \\ & \frac{7}{2} \\ & \overline{3} \\ & \text { U } \end{aligned}$ | $\frac{\stackrel{n}{\bar{u}}}{\frac{1}{u}}$ | ELG Fine Motor Skills: Birth to 3: <br> Develop manipulation and control. <br> Explore different materials and tools. <br> ELG: Creating with <br> Materials <br> Birth to 3: <br> Manipulate and play with different materials. <br> 3- \& 4-year-olds: <br> Join different materials and explore different textures. | ELG Fine Motor Skills: ELG <br> Children at the expected level of development will: - Begin to show accuracy and care when drawing. <br> ELG: Creating with Materials Children in reception: Explore, use, and refine a variety of artistic effects to express their ideas and feelings. <br> ELG: <br> Children at the expected level of development will: - Safely use and explore a variety of materials, tools, and techniques, experimenting with colour, design, texture, form, and function; | create a variety of recognisable shapes; <br> experiment with joining parts of their 3D form; <br> manipulate clay in a variety of ways: E.g., rolling, kneading, shaping. <br> Use key vocabulary: <br> rolling <br> kneading <br> shaping <br> pressing | use tools to create texture with clay; <br> add line and shape to their work; <br> understand the safety and basic care of materials and tools; <br> Use key vocabulary: texture <br> line <br> shape | make a simple papier mache object; <br> join parts of their 3D form adequately and independently; <br> plan, design and make models; <br> construct a clay base for extending and modelling other shapes; <br> Use key vocabulary: base | create a variety of texture on clay sculptures; <br> plan, design, make and adapt models; <br> use a variety of materials to make a model; <br> show an understanding of shape, space, and form; <br> Use key vocabulary: <br> Texture <br> Shape <br> Space <br> form | plan a sculpture through drawing and other preparatory work; <br> use recycled, natural, and manmade materials to create sculpture; <br> use a variety of textures and detailing within clay sculpting; <br> Use key vocabulary: <br> Texture <br> Recycled <br> Natural <br> Man-made | make a mould and use plaster safely; <br> develop skills in using clay inc. slabs, slips etc; <br> create sculpture and construction using increasing independence; <br> Use key vocabulary: <br> Mould <br> slab <br> Slip |
|  |  | Experiences / Reading presumed: <br> Playing with playdough, blocks and bricks and making models with peers and adults. | Models can be big or small. <br> (F1) <br> We can make models of different shapes and sizes. (F1) | Join different materials and explore different textures. (F2) <br> Prior key vocabulary: <br> flat - a level surface. <br> round - a curved shape like a <br> ball. (F2) <br> Cutters can be used to cut out shapes. (F2) <br> A sculpture is a model that has been made. (F2) | Know that clay can be rolled, kneaded, and shaped into a recognisable shape. (Year 1) | Know that they can join different shapes together to create a 3D form. (Year 1) | Prior key vocabulary: <br> Texture - the surface quality of work. Showing visual and physical properties. <br> Shape - a flat enclosed area surrounded by edges or an outline. <br> Know that tools can help to create texture in clay to show a more realistic shape/form. (Year 2) <br> Know that structures can be planned and designed before being made. (Year 3) <br> Know that clay can be rolled, kneaded, and shaped into a recognisable shape. (Year 1) <br> Know how to use papier mache to build up a structure. (Year 3) | Prior key vocabulary: <br> Texture - the surface quality of work. Showing visual and physical properties. <br> Know that structures can be planned and designed before being made. (Year 3) <br> Know that a variety of textures can be created within the same piece of clay work. (Year 4) | Know that they can join different shapes together to create a 3D form. (Year 1) <br> Know that tools can help to create texture in clay to show a more realistic shape/form. (Year 2) <br> Know that clay can be rolled, kneaded, and shaped into a recognisable shape. (Year 1) |



Page 11

|  |  | Nursery | $\begin{gathered} \text { Reception / } \\ \text { F2 } \end{gathered}$ | Yr1 | Yr2 | Yr3 | Yr4 | Yr5 | Yr6 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| $\begin{aligned} & 00 \\ & \text { 品 } \\ & \hline \overline{0} \end{aligned}$ | $\begin{aligned} & \underline{\bar{n}} \\ & \frac{\bar{v}}{n} \end{aligned}$ |  | ELG Fine Motor Skills: Children in reception: Develop their small motor skills to that they can range of tools competently, safely, and confidently e.g., scissors. <br> ELG <br> Children at the expected level of development will: Use a range of small tools, including scissors. $\qquad$ Children in reception: Explore, use, and refine a variety of artistic effects to express their ideas and Return t <br> Return to and build on their previous learning, refining ability to represent them. Create collaboratively sharing ideas, resources, and skills. ELG: <br> Children at the expected level of development will: Safely use and explore a varity of materials, tools, and techniques, design, texture, form, and function; | Use a wide variety of media: plastic, tissue, crepe paper etc; tear and cut paper and card for collage; Use key Vocabulary: Media collage tear cut | create textured collages from a variety of media; <br> create individual and group work; <br> use repeating patterns; <br> make a simple mosaic; <br> Use key vocabulary: <br> Media <br> textured. <br> mosaic <br> repeating pattern. | experiment with a range of media; <br> use overlapping and layering; <br> use mosaic techniques; <br> name tools and materials <br> they have used; <br> Use key vocabulary: <br> media <br> mosaic <br> overlapping <br> layering | choose collage or textiles as a means of extending work already achieved; <br> refine and alter ideas using an art vocabulary; <br> Use key vocabulary: <br> collage <br> textiles <br> refine. | join fabrics in different ways; use a range of media to create collage giving reasons for their choices; <br> Use key vocabulary <br> Textiles <br> media <br> collage | have an awareness of the potential of different materials; <br> use different techniques, colours and textures when designing and making pieces of work; <br> express mood and emotion through the use of line, pattern, shape, and colour; <br> Use key vocabulary: <br> Colour <br> Line <br> Shape pattern |


| $\begin{aligned} & 0 \\ & \text { 00 } \\ & \overline{00} \\ & \hline \mathbf{0} \end{aligned}$ |  | Experiences / Reading presumed: <br> Cutting, sticking, and "crafting" together with a variety of different materials with adults and peers. | Materials can all be stuck together to make a piece of art. (F1) | If we put materials in different places, we can make different shapes of artwork. (F2) <br> Materials all feel different to touch. (F2) <br> Materials come in a variety of colours. (F2) | Prior key vocabulary: <br> Collage- a piece of art made by sticking various materials such as photographs and pieces of paper or fabric on to a backing. Fold - bend a material over itself so that one part covers another. <br> Crumple - crush something so that it becomes creased and wrinkled. <br> Twist - rotate in a curling motion. (Year 1) <br> Know that collage can be created by a variety of different materials stuck down. (Year 1) <br> Know that the materials can be cut neatly or torn for effect. (Year 1) | Prior key vocabulary: <br> Collage- a piece of art made by sticking various materials such as photographs and pieces of paper or fabric on to a backing. <br> Mosaic - a picture or pattern produced by arranging together small pieces of stone, tile, glass, etc. Media - the materials and tools used by an artist. <br> Know that collage can be created by a variety of different materials stuck down. (Year 1) <br> Know that the materials can be cut neatly or torn for effect. (Year 1) <br> Know that the materials used can create a texture through different techniques E.g., folding, crumpling, twisting (Year 2) <br> Know how to create a simple mosaic using paper or card. (Year 2) | Prior key vocabulary: Collage- a piece of art made by sticking various materials such as photographs and pieces of paper or fabric on to a backing. <br> Know that different medias can be used for different purposes and effects. (Year 3) <br> Know that overlapping and layering can create different effects. (Year 3) <br> Know that mosaic techniques can be used within a variety of end outcomes. (Year 3) | Prior key vocabulary: <br> Collage- a piece of art made by sticking various materials such as photographs and pieces of paper or fabric on to a backing. <br> Textiles - a type of cloth or woven fabric. <br> Media - the materials and tools used by an artist. <br> Know that different medias can be used for different purposes and effects. (Year 3) <br> Know that overlapping and layering can create different effects. (Year 3) <br> Know that mosaic techniques can be used within a variety of end outcomes. (Year 3) | Prior key vocabulary: <br> Collage- a piece of art made by sticking various materials such as photographs and pieces of paper or fabric on to a backing. <br> Know that different medias can be used for different purposes and effects. (Year 3) <br> Know that overlapping and layering can create different effects. (Year 3) <br> Know that mosaic techniques can be used within a variety of end outcomes. (Year 3) <br> Know how to use a range of materials and explain why they have chosen those materials. (Year 5) |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |

Page 13

| $\begin{aligned} & \text { 잉 } \\ & \text { (00 } \\ & \hline \overline{0} \end{aligned}$ | New Knowledge (including procedural knowledge) | Materials can all be stuck together to make a piece of art. | Materials all feel different to touch. <br> Materials come in a variety <br> of colours. <br> If we put materials in different places, we can make different shapes of artwork. | New key vocabulary: Collage- a piece of art made by sticking various materials such as photographs and pieces of paper or fabric on to a backing. Media - the materials and tools used by an artist. Cut - divide into pieces using a sharp implement E.g., scissors. Tear -to pull paper apart with hands and fingers. <br> Know that collage can be created by a variety of different materials stuck down. <br> Know that the materials can be cut neatly or torn for effect. | New key vocabulary: <br> Textured - the surface quality <br> of work. Showing visual and <br> physical properties. <br> Mosaic - a picture or pattern <br> produced by arranging <br> together small pieces of stone, <br> tile, glass, etc. <br> Repeating pattern - patterns <br> repeatedly. <br> Know that the materials used can create a texture through different techniques E.g., <br> folding, crumpling, twisting. <br> Know that work can be created individually and within a group. Use repeating patterns within their collage work. <br> Know how to create a simple mosaic using paper or card. | Overlapping - place materials over one another to creat effect. <br> Layering -place different materials on top of one another to create an effect. <br> Know that different medias can be used for different purposes and effects. <br> Know that overlapping and layering can create different effects. <br> Know that mosaic techniques can be used within a variety of end outcomes. <br> Know how to create mosaics using different materials E.g., tile pieces. <br> Know the names of the different tolls and materials that are involved in the process of cr and mosaic. | New key vocabulary: woven -a ty <br> Refine - make minor changes <br> to improve or clarify. <br> Know that collage and mosaic techniques can be used within other outcomes as a means of extending and refining work. <br> Know how to refine work and explain using key vocabulary. | Know how to join fabrics in different ways E.g., stitching, glue. <br> Know how to use a range of materials and explain why they have chosen those materials. | New Key vocabulary: colour <br> Line - a mark linking 2 points. It can vary in length, width, direction, and shape. Shape - a flat enclosed area surrounded by edges or an outline. <br> Pattern - a design in which nes, shapes, forms, or colours are repeated. <br> Know how different materials can have different effects on work. <br> Use prior knowledge to include different techniques, colours and textures when designing and making. <br> Know that mood and emotions can be expressed through the use of line, pattern, shape, and colour. |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |


|  |  | Nursery | $\begin{gathered} \text { Reception / } \\ \text { F2 } \\ \hline \end{gathered}$ | Yr1 | Yr2 | Yr3 | Yr4 | Yr5 | Yr6 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  | ELG Fine Motor Skills Birth to 3: <br> Explore different materials and tools. <br> 3-\& 4-year-olds: <br> Use one handed tools and equipment, for example making snips in scissors <br> ELG: Creating with Materials <br> 3-\& 4-year-olds: Explore different materials freely, in order to develop. their ideas about how to use them and what to make. <br> Develop their own ideas and then decide which. materials to use to express them. <br> Join different materials and explore different textures. | ELG Fine Motor Skills: Children in reception: Develop their small motor skills to that they can use a safely, and confidently e.g., scissors. ELG <br> Children at the expected evel of development will: Use a range of small tools, <br> ELG: Creating with Material Children in reception: Explore, use, and refine a variety of artistic effects to feelings. <br> Return to and build on their previous learning, refining ideas and developing their ability to represent them sharing idaboratively skills. ELG: <br> Children at the expected level of development will: variety of materials, tools, and techniques, experimenting with colour, function; | use a variety of techniques E.g., weaving, fabric crayons, sewing binca; <br> know how to thread a needle, cut/glue/trim material; <br> Use key vocabulary: <br> Weaving <br> sewing <br> needle <br> thread <br> cut <br> Binca | use a variety of techniques including weaving, tie-dying, wax/oil resist; <br> stitch, knot and use other manipulative skills; <br> Use key vocabulary: <br> tie-dying <br> weaving <br> stitch <br> knot <br> wax/oil resist | use a variety of techniques, including printing, dying quilting, embroidery; <br> name the tools and materials they have used; <br> develop skills in stitching, cutting, and joining; <br> Use key vocabulary: <br> dying <br> printing <br> quilting <br> embroidery <br> stitching | match the tool to the material; <br> choose textiles as a means of extending work already achieved; <br> experiment with paste resist; <br> Use key vocabulary paste resist | join fabrics in different ways including different stitching techniques; <br> use different grades and uses of threads and needles; <br> experiment with using batik safely. <br> Use key vocabulary. <br> pattern <br> needle <br> thread <br> stitching | use fabrics to create 3D structures; <br> Experiment with a range of media to overlap and layer creating textures, effects, and colours; <br> be expressive and analytical to adapt, extend and justify their work; <br> Use key vocabulary: <br> Overlapping <br> Layering <br> textures |

Page 15

|  |  | Experiences/Reading presumed: <br> Exploring different materials and fabrics. <br> Dressing up and learning about different clothes and textile produces | Different materials feel different to touch (E1) | New key vocabulary: Material: cloth or fabric. (F2) | Prior key vocabulary: Weaving- form (fabric or a fabric item) by interlacing long threads passing in one direction with others at a right angle to them. (Year 1) <br> Know how to weave paper and card with support. (Year 1) <br> Know how to thread a needle and pass thread/string through binca. (Year 1) | Prior key vocabulary: Stitching - a link made by drawing a thread through material by a needle. <br> Know how to tie-dye material. (Year 2) <br> Know how to create a basic stitch with support. (Year 2) <br> Know how to knot thread and string. (Year 2) <br> Know how to thread a needle and pass thread/string through binca. (Year 1) | Know the names of different <br> materials and tools used. <br> (Year 3) <br> Know how to create a basic <br> stitch with support. (Year 2) <br> Know how to knot thread and <br> string. (Year 2) <br> Know how to thread a needle <br> and pass tread <br> through binca. (Year 1) <br> Know how to use wax and oil <br> to creata a war resist on <br> material. (Year 2) | Needle- a fine piece of metal with a point at one end and a hole or eye for thread at the other, used in sewing. <br> Thread- a long thin strand of cotton used in sewing. Also, a verb to describe the action of threading a needle. <br> Stitch - a link made by drawing a thread through material by a needle. <br> Know how to create a basic stitch with support. (Year 2) <br> Know how to knot thread and string. (Year 2) <br> Know how to thread a needle and pass thread/string through binca. (Year 1) <br> Know how to use wax and oil to create a wax resist on material. (Year 2) | Know how to use fabric <br> crayons. (Year 1) <br> Know how to weave other materials such as fabric. (Year <br> 2) <br> Know how to tie-dye material. (Year 2) <br> Know how to print basic shapes onto fabrics. (Year 3) <br> Know how to create simple embroidery designs using needle and thread. (Year 3) <br> Know how to use paste resist to create art on material. (Year 4) <br> Know how to use batik techniques to dye materials. (Year 5) |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |


|  |  | Different materials feel different to touch | New key vocabulary: Material: cloth or fabric Soft hard | New key vocabulary: <br> Weaving- form (fabric or a fabric item) by interlacing long threads passing in one direction with others at a right angle to them. Needle- a fine piece of metal with a point at one end and a hole or eye for thread at the other, used in sewing. Thread- a long thin strand of cotton used in sewing. Also, a verb to describe the action of threading a needle. <br> Binca-a type of fabric made up of holes. <br> Know how to weave paper and card with support. <br> Know how to use fabric crayons. <br> Know how to thread a needle and pass thread/string through binca. <br> Know how to cut, glue and trim materials. | New key vocabulary <br> Tie-dying -A hand method of tying portions of fabric so it will not absorb the dye. This produces a pattern. <br> Stitch - a link made by drawing a thread through material by a needle. <br> Knot - a fastening created by looping a piece of string or material. <br> Wax/oil resist - a method of dyeing textiles with patterns. Methods are used to "resist" or prevent the dye from reaching all the cloth. <br> Know how to weave other materials such as fabric. <br> Know how to tie-dye material. <br> Know how to use wax and oil to reate a wax resist on material. <br> now how to create a basic stitch with support. <br> Know how to knot thread and string. | New key vocabulary Dying - the application of dyes on textile materials to ane a new colour Printing - the process of applying colour to fabric in Quilting - the process of sewing two or more layers of fabric together to make a thicker padded material. fabric or other materials using a needle to apply thread or yarn. <br> Know how to print basic shapes onto fabrics <br> Know how to dye materials with fabric paints and inks. <br> Know how to stitch materials together to create a quilting technique. <br> Know how to create simple embroidery designs using needle and thread. <br> Know the names of different materials and tools used. <br> Know how to complete more than one type of stitch E.g., | New key vocabulary Paste resis - a flour paste brushed or squeezed onto painted with textile paints. <br> Know which materials and tools are needed for different techniques. <br> Know that textile techniques can be used as a way of extending work <br> Know how to use paste resist | New key vocabulary Batik - applying wax to material and then dyeing the material. The waxed areas will not be dyed. <br> Know how to join fabrics with a variety of different stitches E.g., running stitch, cross-stitch, backstitch. <br> Know how to use batik techniques to dye materials. | New key vocabulary: Overlapping - place materials over one another to create effect. <br> Layering -place different materials on top of one another to create an effect. Textured - the surface quality of work. Showing visual and physical properties. <br> Know that textiles can be used to create 3D work. <br> Know that a variety of different techniques can be layered and overlapped to create different effects and textures. <br> Use a variety of techniques as a means of extending and adapting work. |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |


|  |  | Nursery | $\begin{gathered} \text { Reception / } \\ \text { F2 } \end{gathered}$ | Yr1 | Yr2 | Yr3 | Yr4 | Yr5 | Yr6 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | $\frac{\cong}{\overline{\bar{n}}}$ | ELG Fine Motor Skills: <br> Birth to 3: <br> Develop <br> manipulation and control. <br> Explore different materials and tools. 3- \& 4-year-olds: Use large-muscle movements to .... Paint and make marks. Use one handed tools and equipment. <br> ELG: Creating with Materials Birth to 3: Explore paint with fingers/ brushes/ tools. | ELG Fine Motor Skills: Children in reception: Develop their small motor range of tools competently, safely, and confidently. ELG Use range of small tools. <br> ELG: Creating with Materials ELG <br> Children at the expected level of development will: - Safely use and explore a and techniques, experimenting with colour, design, texture, form, and function; | make marks in print with a variety of objects; <br> make rubbings; <br> build a repeating pattern and recognise pattern within the environment; <br> Use key vocabulary: <br> Printing <br> Rubbing <br> Repeating pattern | use a variety of printing techniques inc. relief press, rubbings, and fabric printing; design patterns of increasing complexity and repetition; <br> print using a variety of materials, objects, and techniques; <br> Use key vocabulary: <br> Printing <br> Relief press <br> Rubbings <br> Fabric printing <br> Repeating pattern | talk about the process used to create a simple print; <br> print using a variety of materials, objects, and techniques inc. layering; <br> explore pattern and shape while creating designs for printing; <br> Use key vocabulary: Layering Shape Shape | research, create and refine a design for printing; <br> select their own materials for printing in order to create a desired effect; <br> experiment with tone and texture while creating designs for printing; <br> Use key vocabulary: Tone texture | build layers/colours and textures while creating designs for printing; experiment with lines of symmetry while creating designs for printing; <br> Use key vocabulary: <br> Layering <br> Colour <br> Texture <br> Lines of symmetry | confidently print on a variety of materials; <br> create complex patterns while creating designs for printing considering finer detail; <br> Use key vocabulary pattern |



Page 19


|  |  | Nursery | $\begin{gathered} \text { Reception / } \\ \text { F2 } \end{gathered}$ | Yr1 | Yr2 | Yr3 | Yr4 | Yr5 | Yr6 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | $\begin{aligned} & \underline{\bar{n}} \\ & \frac{\bar{v}}{\omega} \end{aligned}$ | ELG: Understandin the World <br> 3-and 4-year-olds Show interest in different occupations. |  | know the names of some famous, notable artists. express simply what they like about an artist's work. | know the names of some famous, notable artists and designers. <br> express an opinion on the work of some artists. <br> use inspiration from artists to create their own work and compare using simple language. | know the names of some famous, notable artists and designers and be able to describe one of their pieces of art. <br> express an opinion on the work of artists and refer to techniques they use. | know the names of some famous, notable artists and designers, be able to describe one of their pieces of art and the techniques they use. <br> use inspiration from famous artists to replicate a piece of work. <br> express an opinion on the work of artists and refer to techniques they use and what effect the techniques have. <br> reflect upon their work inspired by artists and the development of their art skills. | know the names of some famous, notable artists and give facts about their lives. <br> use inspiration from famous artists work to inform their own artwork. | know the names of some Tamous, notable artists and give some of their more famous pieces of work. $\qquad$ notable artists', artisans' and designers' work and the techniques they use. |


|  |  | Experiences/ <br> Reading presumed: <br> Experience of looking at and talking about range of famous and locally famous tists, artwork, craft makers and designers. | An artist is the person who does artwork (F1) | Artists all create different looking pieces. (F2) <br> Some art pieces we like and some we do not, and this is ok. (F2) | Be able to name the focus artists they look at. (Year 1) <br> Be able to express what they like about the artwork using STEM sentence support: I like... because... (Year 1) | Be able to name focus artists and designers. (Year 2) <br> Be able to express opinions about artwork, including likes and dislikes. (Year 2) | Be able to name focus artists and designers. (Year 2) <br> Be able to describe one of the focus artist's famous pieces of work. (Year 3) <br> Be able to express opinions about the artist's work and describe the techniques they use. (Year 3) | Be able to name focus artists and designers. (Year 2) <br> Be able to describe one of the focus artist's famous pieces of work. (Year 3) <br> Be able to describe some of the artists techniques. (Year 4) | Be able to name focus artists and designers. (Year 2) <br> Be able to describe one of the focus artist's famous pieces of work. (Year 3) <br> Be able to describe some of the artists techniques. (Year 4) <br> Be able to recall simple facts about the focus artists lives. (Year 5) |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  |  | An artist is the person who does artwork | Artist Suggestions for Vehicles: <br> Yayoi Kusama <br> $\frac{\text { Who is Yayoi Kusama? - Who Are }}{\text { They? P Tate Kids }}$ <br> hey? / Tate Kids <br> Artists all create different looking pieces. <br> Some art pieces we like and some we do not, and this is ok. | Artist Suggestions for Vehicles: Me, Myself, and I - Leonardo Da Vinci (Self-portrait/Head of a woman), Picasso (self-portrait) Claude Monet (Houses of Parliament), Andre Derain (Charring Cross) Bee Happy/Glorious Gardening - Claude Monet (The Artists Garden at Giverny), Barbra Hepworth (Sculpture) <br> Be able to name the focus artists they look at. <br> Be able to express what they like about the artwork using STEM sentence support: <br> I like... because... | Artist Suggestions for Vehicles: Roberts (painter), <br> London's Burning - Zaha Hadid <br> (Tower Bridge drawing), <br> The Deep - Sarah Turner <br> (plastic artist), Sophie Ryder (sculptor), <br> What's Growing? - Georgia <br> O'Keefe (painter), Vincent Van Gough (Sunflowers), <br> Be able to name focus artists <br> and designers. <br> Be able to express opinions <br> about artwork, including likes and dislikes. <br> and dislikes. <br> Be able to create artwork after <br> looking at an artist's work. <br> Be able to compare their work to the artist's using STEM I have used... like the artist. | Artist Suggestions for Vehicles: Battle of the mines - Pitmen Painters, Leon Kossoff (use of charcoal), Valeria Ganz Can I take your order? Kathleen Ryan (Bad fruit sculpture), Dennis Wojtkiewicz (large scale paintings), Paul Cezanne (still life) <br> Hunter Gatherers - Nek Chand, Alberto Giacometti (sculptors) <br> Be able to describe one of the focus artist's famous pieces of work. <br> Be able to express opinions about the artist's work and describe the techniques they use. <br> Compare the techniques the artist uses to those that they choose. | Artist Suggestions for Vehicles: Marvellous Museum - Pietro Cavalini (mosaic artist), Laurel True (Mosaic artist) <br> - Bored' Games - Brian Mock (Sculptor), <br> Mexican Mayhem - Frida Kahlo (Mexican artist - self-portrait), <br> Be able to describe some of the artists techniques. <br> Be able to replicate an artist's work after looking at it. <br> Be able to discuss the artist's techniques and what effect they have. <br> Be able to reflect on work they have replicated and discuss their art skills. | Artist Suggestions for Vehicles: WW2 - Paul Nash (Over the top, Spring in the trenches), Eric Ravilious <br> Gift of Giving - Stephen Alcorn (printing) - print design for a charity card. <br> I'm a survivor - Hokusai (tidal wave and volcano painter) <br> Be able to recall simple facts about the focus artists lives. <br> After looking at artists work, use their knowledge to inform their own artwork. | Artist Suggestions for Vehicles: Ancient Egypt Virtual Museum Roberto Lugo (potter), Betty Woodman (potter), Michael Cardew (potter) Our Changing World: A HP/SRP Magazine - Caroline Bell (Textiles), Banksy <br> Scream Machines - Peter Blake (pop art), Romero Britto (pop art) <br> Be able to name some of the more famous pieces of an artist's work. <br> Be able to give detailed explanations of what they observe within famous artist's work. |

Page 22

