



Art whole school coverage
2026 Review
National Curriculum Statement

Key stage 1

Pupils should be taught:

- 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.

Key stage 2

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.

Pupils should be taught:

- to 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 [for example, pencil, charcoal, paint, clay]
- about great artists, architects, and designers in history.

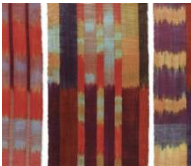
Lesson structure

1. Flashback
2. New learning
3. Skill development
4. Plenary or Assessment for Learning



Coverage of topics and artists

	Advent	Lent	Pentecost
EYFS	Drawing: Marvellous Marks Focus artist - Piet Mondrian  Exploring mark making and using the language of texture, the children use wax crayons to make rubbings and chalk on different surfaces. They use felt tips to explore colour and pencils to create observational drawings of their faces.	Painting and Mixed Media: Paint my world Focus artist – Leonardo da Vinci  Creating child-led paintings using fingers and natural items as tools, the children learn that colours can be mixed and that paintings can be abstract or figurative. They also make collages and explore different techniques for creating splatter pictures with paint.	Sculpture and 3D: Creation Station Focus artist - Guiseppe Arcimboldo  Manipulating playdough and clay to make animal sculptures and their own creations, the children begin to use language associated with forces. They also create natural landscape pictures using items found outdoors.
Y1	Drawing: Exploring line and Shape Focus Artist - Bridget Riley  Exploring line and shape through a range of materials and stimuli, with a focus on the work of Bridget Riley and Paul Klee. Pupils develop control and creativity by experimenting with expressive mark making and portrait drawing, using lines and shapes to improve accuracy.	Painting and Mixed media: Colour Splash Focus Artist - Jasper Johns  Exploring paint, brush control and colour, inspired by the artwork of Alma Thomas. Pupils experiment with brushes, brushstrokes and colour mixing before applying their skills to create paintings with clearly defined shapes, controlled marks and carefully chosen colours.	Sculpture and 3D: Paper Play Focus Artist – Sidi Saiyyed Mosque  Creating simple 3D shapes and structures using paper and card, inspired by the 'Tree of life' screen at the Sidi Saiyyed Mosque. Pupils manipulate materials by folding, rolling and scrunching to make sculptures, then collaborate on a larger piece influenced by Louise Bourgeois

Y2	Drawing: Understanding Tone and Texture Focus Artist - Max Ernst  Developing drawing skills by exploring and experimenting with a range of materials, pupils make marks that suggest texture, light and dark. They build drawings by sketching basic shapes and adding detail, producing a final observational piece that shows an emerging understanding of shading and texture.	Painting and Mixed Media: Colour Mixing Focus Artist - Romare Bearden  Exploring colour theory through mixing primary and secondary colours, while developing confidence and control when using paint. Pupils investigate how Gillian Ayres and Frank Bowling use colour expressively, then apply painting techniques to create a final artwork over two stages.	Craft and Design: Map it out Focus Artist - Clarice Cliff  Responding to a design brief, pupils create a piece of art that represents their local area using a map as their stimulus. They learn techniques for working creatively with materials and evaluate their design ideas based on the brief.
Y3	Craft and Design: Prehistoric Art Focus artist – Andy Goldsworthy  Replicating art using natural materials Investigating the way colour, scale and pattern influenced ancient Egyptian art, pupils explore the technique of papermaking to create a papyrus-style scroll. Ideas are then extended to create a modern response by designing a 'zine'.	Drawing: Developing Drawing Skills Focus artist – Georgia O'Keeffe  Developing drawing skills through observation, shape and tone, pupils practise drawing objects using simple shapes, building even tones with pencil and adding detail by observing pattern and texture. They apply these skills in imaginative plant drawings and recreate their ideas as digital artwork.	Painting and Mixed Media: Explore Texture with paint and collage Focus designer – Anthony Caro  Exploring how artists use colour, texture and collage to communicate ideas, with a focus on the work of Romare Bearden. Pupils experiment with rubbings, paint and collage techniques before creating, evaluating and refining their own textured artwork by adding detail and improving their compositions.

Y4	Drawing: Exploring tone, texture and proportion Focus Artist - Leonardo de Vinci  Exploring tone, texture and proportion to create realistic and expressive drawings, inspired by artists Sarah Graham, Nicola McBride and Beatriz Milhazes. Pupils develop skills in shading, mark-making and composition using sweets, wrappers and bold patterns to produce detailed drawings with a strong sense of form and proportion.	Painting and Mixed Media: Light and Dark Focus Artist - Pablo Picasso  Investigating the use of tone in art through studying how artists use highlights, midtones and shadows to create the illusion of form. Pupils practise colour mixing by creating tints and shades, consider how light affects mood and appearance and explore elements of compositions to produce a painted still life.	Sculpture and 3D: Mega Materials Focus Artist - Barbara Hepworth  Exploring how different materials can be shaped and joined to create sculpture, inspired by artists including Barbara Hepworth and Sokari Douglas-Camp. Pupils also investigate a range of sculptural techniques before designing and creating their own three-dimensional artwork
Y5	Drawing: Depth, Emotion and Movement Focus Artist – Vincent Van Gogh  Investigating how drawing can express emotion, movement and depth, inspired by the work of Charlie Mackesy and Elizabeth Catlett. Pupils use expressive lines, shading and printmaking techniques to develop compositions that convey feeling and energy before creating a final piece influenced by their own ideas and the artists studied.	Painting and Mixed Media: Expressive Portraits Focus Artist - Banksy  Investigating self-portraits created by a range of artists and using photographs as inspiration for mixed-media artwork. Pupils explore how artists represent identity and expression before developing and creating their own unique self-portraits using a range of materials and techniques	Craft and Design: Architecture Focus Artist - Friedensreich Hundertwasser  Investigating the built environment through drawing and printmaking, inspired by the work of architects and artists, including Zaha Hadid and Hundertwasser. Pupils research architectural design, explore symbolism in monuments and apply their understanding to create and present their own building designs and artistic responses



Y6	Craft and Design: Photography Developing photography skills Focus Artist - Hannah Hoch  Exploring photography as a medium for expressing ideas, pupils investigate scale and composition, colour and techniques for adapting finished images. They use digital media to create photographic imagery in response to a specific design brief	Drawing: Expressing Ideas Focus Artist - Pablo Picasso  Exploring how drawing can be used to express ideas and messages, inspired by a range of street art examples and environmental themes. Pupils investigate how artists use perspective, scale and proportion to create impact before designing and creating a street-art-inspired final piece that communicates a message about sustainability and the environment	Sculpture and 3D: Making memories Focus Artist - Paul Cézanne  Reflecting on primary school memories through sculpture and assemblage using found objects and hand-sculpted forms. Pupils select meaningful objects and materials before designing and creating a personal memory box with symbolic and personal significance Researching an artist of personal interest, including their life, techniques and artistic intentions. Pupils collect ideas in sketchbooks, plan a final piece and work collaboratively to present what they have learnt about the artist and their work.
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Materials	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Knowledge Substantive Knowledge	Know how to talk about the different colours and textures seen in the world around them.	Know various textures can be created by using different materials to show how things feel when touched.	Know that fabric is made from weaving. Know that folded pieces of paper (horizontally and vertically) create a paper weaving pattern.	Know what a mood board is and what it includes Know what a weaving loom is. Know that the weft are threads running side to side - horizontally Know that the warp are threads running vertically Know Ann Roth is a contemporary American textile designer who specialises in weaving.		Know that speech bubbles show what a character is saying or thinking. Know that I need to use imagination to remember experiences, stories and dreams so that I can create artwork that I can't see to copy from. Know that visual symbols are pictures, objects, colours, etc which are used to represent an idea. Know that Banksy is an English street artist who creates his work anonymously and his pieces are often inspired by current themes. Know the role of a designer starts with sketches and ideas from a design brief.	Know that photomontage is a type of collage in which photographs are placed into a single composition. Know that the 'frame' in photography, refers to the way you plan the composition to draw attention to something. Know that contemporary artists are artists who are alive and currently making artwork. Know that Hannah Hoch was a German artist who was one of the originators of photomontage during the Weimar period.



						Know that Morag Myerscough is a modern British designer and artist from London, and she is inspired by how colour, patterns and words can change urban environments. Know that a design that is fit for purpose means that it does the job that it was designed to do. Know that a potential audience are the people who eventually may buy a product.	
Skills Disciplinary Knowledge	Know how to join different materials and explore different textures. Know how to use a range of materials to help create and build e.g., scissors, paintbrushes, split pins, hole punches.	Know how to cut, roll, and coil materials Know how to identify different textures in a scene, finding appropriate materials to create different textures and applying these to a well-known painting.	Know how to explore different textures, taking rubbings using different tools Know how to create a picture using a collage of rubbings (frottage) and frottage	Know how to create a mood board Know how to create a piece of paper weaving Know how to weave using different materials		Know how to evaluate and analysing creative work, understanding that art can have both meaning and message Know how to use materials to create a	Know how to create a photomontage image by selecting images and creating a composition from them Know how to use text and images together to create meaningful



	Know how to select different materials to achieve the effects and can talk about why they were chosen.	Know how to use various materials to add decoration, collage Know how to use different techniques to join materials	Know how to hold a paintbrush so can control it when painting. Develop skills of folding horizontal paper into eight sections and vertical paper into six sections Cut along folds accurately with scissors Thread strips of paper to create a weave pattern			symmetrical, abstract image Know how to use symbols to create a meaningful message Know how to evaluate and analysing a picture, demonstrating its meaning through drama and comparing its events to current news Know how to identify and comment on the key elements of Morag Myerscough designs Know how to identify the aspects of a design brief and work collaboratively to follow Know and understand what helps to sell a product and give it identity Know how to work collaboratively to a design brief and	and powerful photo posters Know how to create abstract art through photography, taking photographs with care and choice, making decisions about cropping, editing and presentation of images and learning the terms: macro, and monochromatic Know how to replicate the mood and expression of a painting through photography
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						present ideas and designs to an audience Know how to review and modify design as a project develops Know how to work collaboratively to communicate through spoken and visual language to 'sell' a product	
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Drawing	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Knowledge Substantive Knowledge	Know that I can make a mark using	Know that horizontal lines go from left to right, across the page like a horizontal line. Know that vertical lines go up and down the length of the page, from top to bottom. Know that cross hatched lines are overlapping parallel lines which run alongside each other. Know the horizon line is where the sky meets the ground.	Know that tone means the darkness or lightness of something. Know that shading with varied tones makes objects look 3D. Know that there are different grades of pencils. H for hard and B for black. Know that the higher the number for black 'b', the darker the shade.	Know that charcoal is made from thin peeled willow twigs which are heated without oxygen. Know that crushed charcoal can be used to create different textures. Know that charcoal smudges easily and fixing spray can be used to stop it smudging any further. Know that the points, lines,	Know that vertical lines run up and down, from top to bottom. Know that perpendicular lines are at right angles to each other. Know that parallel lines are two lines that are always the same distance apart and never touch. Know that Paul Cezanne was a French post-	Know that first-hand drawings are drawn from life, not from pictures. Know that second-hand drawings are drawn from a photograph, rather than the real object or place. Know that an architectural style refers to the features that make a building historically identifiable, such	Know that using a pencil shadow, degrees of light and dark and 3D effects can be created. Know that a negative image, the dark areas are light and the light areas are dark.



			Know that a sketch is a light, fast drawing	shapes and space that make up simple 2D and 3D shapes are known as 'geometry'. Know that man-made objects consist of straight lines and natural objects usually are made up of wavy lines.	impressionist painter. Know a compass can be used to draw circles and arcs.	as the shape, materials used and methods of construction. Know that Hundertwasser was a modern artist and architect who was born in Austria.	
Skills Disciplinary Knowledge	Know how to hold a pencil using the pincer grip	Know how to draw with different media, drawing around and overlapping a variety of shapes, describing preferences about the effects of different media Know how to create a modern style line drawing, experimenting with different resources and using the vocabulary; wavy, vertical, horizontal, and cross hatch to describe the lines Know how to identify key features of a landscape, drawing lines to represent	Know how to create a 3D drawing Know how to create a 3D drawing in colour, using tone to create lighter and darker by using different drawing tools and different ways of holding them	Know how to scale up drawings, identifying key 2D shapes within an image and applying and blending charcoal to create tone and texture Know that need to blend tones gradually when shading. Know that shading can be improved by: shading tones smoothly, shading in one direction, not leaving any spaces Know how to apply even layers of pencil tone when shading, using the	Know how to arrange and draw a still-life image from observation, sketching outlines of the objects using symmetry lines and using light, medium and dark tones to make the drawing look 3D Know how to experiment with charcoal to create different textures and effects to express the meaning of words and phrases in an abstract way	Know how to draw a picture from observation, looking closely at details to be able to interpret them accurately Know how to compose a print from a larger observational drawing Know how to transform the look of a building in the style of the artist Hundertwasser Know how to design a building in an architectural style, drawing a perspective view,	Know how to create a continuous line self- portrait drawing from a photograph Know how to draw emotions through a series of lines to create a simple portrait for a face, using charcoal to add shadows Know how to plan and create a drawn composition in the style of Picasso's 'Guernica' by: using symbols to convey a message and considering



		the horizon line and the sea		side of the pencil and holding it flat to the paper and applying the four rules of shading Know how to identify the basic geometrical shapes when drawing objects and using these to help draw more accurately		and a plan view or front elevation Know how to design a monument to symbolise a person or event Know how to develop ideas for 3D work through 2D sketching and drawing, exploring shape and form	where the tones of black, grey and white are used to create effect Know how to sketch ideas for a still life study, focussing on form and layout Know how to draw a still life study in charcoal, creating clear lines and shapes and showing light and shadow Know how to draw using a negative medium, picking out areas of light and shadow
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Colour	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Knowledge Substantive Knowledge		Know that different shades of green are made by mixing different amounts of yellow and blue together. Know that the primary colours are; Red, yellow and blue.	Know that when two primary colours are mixed together it will make a secondary colour. Know that pastel colours are soft and light colours.	Know that the earth colours which prehistoric people painted with were red, yellow and umber pigments, black charcoal from the fire, burnt bones	Know that David Hockney is a British painter, printmaker and photographer. He is one of the most influential British artists of the 20 th century and		Know that complementary colours are directly opposite each other on the colour wheel. Know that Cubism ignores perspective and



		Know that the secondary colours are; orange, green and purple. Know different tints can be made by adding white to colours to lighten them.		(bone black) and white.	contributor to the pop art movement of the 1960's		artists paint their subjects from lots of different angles. Know that Pablo Picasso was a Spanish artist who co-founded the Cubism art movement with artist Georges Braque in 1909. Know that Paul Cezanne was a French artist and post-Impressionist painter.
Skills Disciplinary Knowledge		Know how to use primary colours to paint, mixing colours to achieve secondary colours and applying the paint with care Know how to paint areas of dark and light, working with a small brush to paint details and using other objects and materials to add further details. Know how to identify colours used in an artist's works, mixing	Know how to blend colours by mixing at least two colours together. Know how to mix pastel colours by adding white to primary and secondary colours.	Know how to experiment with the pigments in natural products to make different colours, identifying which natural items make the most successful colours Know how to develop painting skills, mixing paint to create a range of natural colours and experimenting with techniques to	Know how to paint in the style of the artist Paul Cézanne, mixing colours and using the same brush stroke techniques Know how to describe the story behind a painting and acting it out Know how to interpret the meaning within a painting, describing the story that it tells		Know how to create graffiti art using block letters, serifs, two contrasting colours and a 3D shadow Know how to use paint to produce a carefully finished piece of art in the style of Picasso's 'Guernica' using masking tape to create straight lines



		colours to match these and applying the colours carefully with a paintbrush. Know how to create different tints and shades with paint, creating a tonal representation of the sea and sky and understanding that light colours stand out more and darker colours recede.		create different textures	Know how to analyse abstract paintings and describing them and the formal elements within it		Know how to paint a still life study in colour, focussing on: form, line and layout, mixing colours to create a desired hue and mixing darker and lighter tones
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Sculpting	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Knowledge Substantive knowledge			Know Clarice Cliff was an English artist who created pottery.	Know Alexander Calder was an American sculptor who was famous for his wire sculptures and inventing the mobile Know that wire can be bent, manipulated, and joined to create an object such as a fish. Know that smaller pieces of wire can be shaped to add features such as ears, nose and tail.			
Skills Disciplinary Knowledge			Know how to manipulate materials to create a 3D human form Know how to create different facial expressions by altering the eyes, mouth and eyebrows Know how to blend paint colour washes into a piece, blending two primary colour	Know how to create and form shapes using soft modelling wire, bending, manipulating and joining wire to create a desired shape, working safely with tools			



			washes together to make a secondary colour, creating a dot matrix effect in the style of Lichtenstein and adding shadows by outlining the figures in black				
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Printing	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Knowledge Substantive Knowledge		Know a motif is a small design which can be repeated to make a pattern.			Know a printing block can be made from different materials such as wood or lino and carved to create a stamp.		
Skills Disciplinary Knowledge		Know how to make a print on a given theme using two different printing techniques Know how to make a print giving careful consideration to the shape of the lego bricks I choose to print with, using an appropriate amount of paint and a variety					



		of colours within my design					
Pattern	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Knowledge Substantive Knowledge		Know that 2d shapes are flat and 3d shapes are solid. Know that a mirror image is the reflection of the image.	Know that a repeating pattern is created using colour, tone, lines and shapes.		Know symmetrical patterns, look the same on either side of the centre. Know to see if an object is symmetrical, I can draw a line through the centre to see if it's a perfect match (a mirror image) on either side. Know mark making is the creation of different patterns, lines, textures and shapes.		
Skills Disciplinary Knowledge			Know how to create repeating patterns, knowing that a pattern is created by repeating lines, shapes, tones or colours and to create repeating patterns from everyday items with paint		Know how to create patterns using a printing block Know how to make a stamp using geometric and mathematical shapes and creating repeating and symmetrical patterns with it		



					Know how to apply mathematical techniques of reflection and symmetry to create a flip pattern Know how to create a geometric pattern using a compass		
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