

Childhood

1 Programme of study, 1 skills and 1 knowledge statement

Year 1

Driver subject

History

Human form



- Y1
- >
- Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.

Everyday Materials

1 Programme of study, 2 skills and 2 knowledge statements

Year 1

Driver subject

Science

Malleable materials

Paper, fabric, metal and plastic



- Y1
- >
- Use a range of materials creatively to design and make products.

Mixing Colours

3 Programmes of study, 4 skills and 4 knowledge statements

Year 1

Driver subject

Art and design

Compare and contrast

Evaluation

Paint and colour

Printing



- Y1
- >
- Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.
- Y1
- >
- Learn 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.
- Y1
- >
- Evaluate and analyse creative works using the language of art, craft and design.

Human Senses

2 Programmes of study, 2 skills and 2 knowledge statements

Year 1

Driver subject

Science

Creation

Human form



- Y1
- >
- Use a range of materials creatively to design and make products.
- Y1
- >
- Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.

Funny Faces and Fabulous Features

5 Programmes of study, 7 skills and 11 knowledge statements

Year 1 Driver subject Art and design Compare and contrast Creation Evaluation Generation of ideas Human form Paper, fabric, metal and plastic People, artwork & movements



- Y1 > Use a range of materials creatively to design and make products.
- Y1 > Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.
- Y1 > Learn 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.
- Y1 > Produce creative work, exploring their ideas and recording their experiences.
- Y1 > Evaluate and analyse creative works using the language of art, craft and design.

Bright Lights, Big City

2 Programmes of study, 2 skills and 2 knowledge statements

Year 1 Driver subject Geography Landscapes Natural art



- Y1 > Use a range of materials creatively to design and make products.
- Y1 > Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.

Seasonal Changes

1 Programme of study, 1 skills and 1 knowledge statement

Year 1 Driver subject Science Landscapes



- Y1 > Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.

Rain and Sunrays

3 Programmes of study, 6 skills and 9 knowledge statements

Year 1 Driver subject Art and design Compare and contrast Creation Evaluation Natural art Pencil, ink, charcoal & pen Printing



- Y1 > Use a range of materials creatively to design and make products.
- Y1 > Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.
- Y1 > Evaluate and analyse creative works using the language of art, craft and design.

Plant Parts

3 Programmes of study, 3 skills and 2 knowledge statements

Year 1 Driver subject Science Compare and contrast Natural art Printing



- Y1** > Use a range of materials creatively to design and make products.
- Y1** > Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.
- Y1** > Evaluate and analyse creative works using the language of art, craft and design.

Street View

6 Programmes of study, 7 skills and 11 knowledge statements

Year 1 **Driver subject** **Art and design** **Compare and contrast** **Evaluation** **Generation of ideas** **Landscapes** **Malleable materials** **Paint and colour** **People, artwork & movements**



- Y1** > Use a range of materials creatively to design and make products.
- Y1** > Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.
- Y1** > Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.
- Y1** > Learn 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.
- Y1** > Produce creative work, exploring their ideas and recording their experiences.
- Y1** > Evaluate and analyse creative works using the language of art, craft and design.

Animal Parts

2 Programmes of study, 3 skills and 3 knowledge statements

Year 1 **Driver subject** **Science** **Malleable materials** **Paper, fabric, metal and plastic** **Pencil, ink, charcoal & pen**



- Y1** > Use a range of materials creatively to design and make products.
- Y1** > Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.

Human Survival

1 Programme of study, 1 skills and 1 knowledge statement

Year 2 **Driver subject** **Science** **Malleable materials**



- Y2** > Use a range of materials creatively to design and make products.

Exploring Colours

3 Programmes of study, 5 skills and 4 knowledge statements

Year 2 **Driver subject** **Art and design** **Compare and contrast** **Evaluation** **Paint and colour** **Printing**



- Y2** > Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.
- Y2** > Learn 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.
- Y2** > Evaluate and analyse creative works using the language of art, craft and design.

Still Life

5 Programmes of study, 6 skills and 9 knowledge statements

Year 2 Driver subject Art and design Compare and contrast Creation Evaluation Generation of ideas Paint and colour People, artwork & movements



- Y2 > Use a range of materials creatively to design and make products.
- Y2 > Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.
- Y2 > Learn 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.
- Y2 > Produce creative work, exploring their ideas and recording their experiences.
- Y2 > Evaluate and analyse creative works using the language of art, craft and design.

Coastline

2 Programmes of study, 3 skills and 4 knowledge statements

Year 2 Driver subject Geography Creation Landscapes Natural art



- Y2 > Use a range of materials creatively to design and make products.
- Y2 > Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.

Uses of Materials

1 Programme of study, 2 skills and 2 knowledge statements

Year 2 Driver subject Science Creation Paper, fabric, metal and plastic



- Y2 > Use a range of materials creatively to design and make products.

Flower Head

6 Programmes of study, 8 skills and 12 knowledge statements

Year 2 Driver subject Art and design Compare and contrast Evaluation Generation of ideas Landscapes Natural art Paint and colour Paper, fabric, metal and plastic Pencil, ink, charcoal & pen



- Y2 > Use a range of materials creatively to design and make products.
- Y2 > Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.
- Y2 > Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.
- Y2 > Learn 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.
- Y2 > Produce creative work, exploring their ideas and recording their experiences.
- Y2 > Evaluate and analyse creative works using the language of art, craft and design.

Plant Survival

1 Programme of study, 1 skills and 1 knowledge statement

Year 2 Driver subject Science Creation



- Y2 > Use a range of materials creatively to design and make products.

Magnificent Monarchs

1 Programme of study, 1 skills and 1 knowledge statement

Year 2 Driver subject History Human form



- Y2 > Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.

Animal Survival

1 Programme of study, 1 skills and 1 knowledge statement

Year 2 Driver subject Science Natural art



- Y2 > Use a range of materials creatively to design and make products.

Portraits and Poses

4 Programmes of study, 4 skills and 10 knowledge statements

Year 2 Driver subject Art and design Evaluation Generation of ideas Human form People, artwork & movements



- Y2 > Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.
- Y2 > Learn 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.
- Y2 > Produce creative work, exploring their ideas and recording their experiences.
- Y2 > Evaluate and analyse creative works using the language of art, craft and design.

Colour Theory

3 Programmes of study, 3 skills and 3 knowledge statements

Year 3 Driver subject Art and design Compare and contrast Evaluation Paint and colour



- Y3 > Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).
- Y3 > Learn about great artists, architects and designers in history.
- Y3 > Evaluate and analyse creative works using the language of art, craft and design.

Prehistoric Pots

3 Programmes of study, 5 skills and 10 knowledge statements

Year 3 Driver subject Art and design Creation Evaluation Generation of ideas Malleable materials Natural art



- Y3 > Create sketchbooks to record their observations and use them to review and revisit ideas.
- Y3 > Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).
- Y3 > Evaluate and analyse creative works using the language of art, craft and design.

Ammonite

2 Programmes of study, 6 skills and 8 knowledge statements

Year 3 Driver subject Art and design Creation Evaluation Malleable materials Natural art Pencil, ink, charcoal & pen Printing



- Y3 > Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).
- Y3 > Evaluate and analyse creative works using the language of art, craft and design.

People and Places

3 Programmes of study, 6 skills and 10 knowledge statements

Year 3 Driver subject Art and design Compare and contrast Evaluation Human form Landscapes Pencil, ink, charcoal & pen People, artwork & movements



- Y3 > Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).
- Y3 > Learn about great artists, architects and designers in history.
- Y3 > Evaluate and analyse creative works using the language of art, craft and design.

Beautiful Botanicals

4 Programmes of study, 7 skills and 12 knowledge statements

Year 3 Driver subject Art and design Compare and contrast Creation Evaluation Generation of ideas Paper, fabric, metal and plastic Printing People, artwork & movements



- Y3 > Create sketchbooks to record their observations and use them to review and revisit ideas.
- Y3 > Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).
- Y3 > Learn about great artists, architects and designers in history.
- Y3 > Evaluate and analyse creative works using the language of art, craft and design.

Greenhouse

1 Programme of study, 1 skills and 1 knowledge statement

Year 3 Driver subject Design and technology Compare and contrast



- Y3 > Learn about great artists, architects and designers in history.

Mosaic Masters

4 Programmes of study, 4 skills and 8 knowledge statements

Year 3 Driver subject Art and design Compare and contrast Creation Evaluation Generation of ideas



- Y3 > Create sketchbooks to record their observations and use them to review and revisit ideas.
- Y3 > Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).
- Y3 > Learn about great artists, architects and designers in history.
- Y3 > Evaluate and analyse creative works using the language of art, craft and design.

Warm and Cool Colours

3 Programmes of study, 4 skills and 4 knowledge statements

Year 4 Driver subject Art and design Compare and contrast Creation Evaluation Paint and colour



- Y4 > Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).
- Y4 > Learn about great artists, architects and designers in history.
- Y4 > Evaluate and analyse creative works using the language of art, craft and design.

Warp and Weft

3 Programmes of study, 3 skills and 8 knowledge statements

Year 4 Driver subject Art and design Compare and contrast Creation Evaluation



- Y4 > Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).
- Y4 > Learn about great artists, architects and designers in history.
- Y4 > Evaluate and analyse creative works using the language of art, craft and design.

Vista

3 Programmes of study, 7 skills and 13 knowledge statements

Year 4 Driver subject Art and design Compare and contrast Creation Evaluation Landscapes Paint and colour Pencil, ink, charcoal & pen People, artwork & movements



- Y4 > Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).
- Y4 > Learn about great artists, architects and designers in history.
- Y4 > Evaluate and analyse creative works using the language of art, craft and design.

Functional and Fancy Fabrics

1 Programme of study, 3 skills and 5 knowledge statements

Year 4 Driver subject Design and technology Natural art Paper, fabric, metal and plastic Printing



- Y4 > Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).

Animal

4 Programmes of study, 8 skills and 12 knowledge statements

Year 4 Driver subject Art and design Compare and contrast Evaluation Generation of ideas Malleable materials Natural art Pencil, ink, charcoal & pen Printing People, artwork & movements



- Y4 > Create sketchbooks to record their observations and use them to review and revisit ideas.
- Y4 > Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).
- Y4 > Learn about great artists, architects and designers in history.
- Y4 > Evaluate and analyse creative works using the language of art, craft and design.

Statues, Statuettes and Figurines

2 Programmes of study, 3 skills and 7 knowledge statements

Year 4 Driver subject Art and design Evaluation Human form Malleable materials



- Y4 > Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).
- Y4 > Evaluate and analyse creative works using the language of art, craft and design.

Islamic Art

3 Programmes of study, 4 skills and 9 knowledge statements

Year 4 Driver subject Art and design Creation Evaluation Malleable materials People, artwork & movements



- Y4 > Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).
- Y4 > Learn about great artists, architects and designers in history.
- Y4 > Evaluate and analyse creative works using the language of art, craft and design.

Colour in Landscapes

2 Programmes of study, 4 skills and 4 knowledge statements

Year 5 Driver subject Art and design Creation Evaluation Landscapes Paint and colour



- Y5 > Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).
- Y5 > Evaluate and analyse creative works using the language of art, craft and design.

Taotie

3 Programmes of study, 3 skills and 7 knowledge statements

Year 5 Driver subject Art and design Compare and contrast Evaluation Malleable materials



- Y5 > Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).
- Y5 > Learn about great artists, architects and designers in history.
- Y5 > Evaluate and analyse creative works using the language of art, craft and design.

Sow, Grow and Farm

1 Programme of study, 1 skills and 2 knowledge statements

Year 5 Driver subject Geography Paint and colour



- Y5 > Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).

Line, Light and Shadows

3 Programmes of study, 6 skills and 13 knowledge statements

Year 5 Driver subject Art and design Compare and contrast Creation Evaluation Natural art Pencil, ink, charcoal & pen People, artwork & movements



- Y5 > Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).
- Y5 > Learn about great artists, architects and designers in history.
- Y5 > Evaluate and analyse creative works using the language of art, craft and design.

Nature's Art

4 Programmes of study, 6 skills and 9 knowledge statements

Year 5 Driver subject Art and design Compare and contrast Creation Evaluation Generation of ideas Malleable materials People, artwork & movements



- Y5 > Create sketchbooks to record their observations and use them to review and revisit ideas.
 - Y5 > Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).
 - Y5 > Learn about great artists, architects and designers in history.
 - Y5 > Evaluate and analyse creative works using the language of art, craft and design.
-

Mixed Media

3 Programmes of study, 4 skills and 9 knowledge statements

Year 5 Driver subject Art and design Evaluation Paper, fabric, metal and plastic Printing People, artwork & movements



- Y5 > Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).
- Y5 > Learn about great artists, architects and designers in history.
- Y5 > Evaluate and analyse creative works using the language of art, craft and design.

Architecture

1 Programme of study, 1 skills and 1 knowledge statement

Year 5 Driver subject Design and technology Compare and contrast



- Y5 > Learn about great artists, architects and designers in history.

Expression

4 Programmes of study, 5 skills and 9 knowledge statements

Year 5 Driver subject Art and design Compare and contrast Evaluation Human form Printing People, artwork & movements



- Y5 > Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).
- Y5 > Learn about great artists, architects and designers in history.
- Y5 > Become proficient in drawing, painting, sculpture and other art, craft and design techniques.
- Y5 > Evaluate and analyse creative works using the language of art, craft and design.

Colour and Style

3 Programmes of study, 4 skills and 4 knowledge statements

Year 6 Driver subject Art and design Creation Evaluation Generation of ideas Paint and colour



- Y6 > Create sketchbooks to record their observations and use them to review and revisit ideas.
- Y6 > Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).
- Y6 > Evaluate and analyse creative works using the language of art, craft and design.

Trailblazers, Barrier Breakers

4 Programmes of study, 5 skills and 8 knowledge statements

Year 6 Driver subject Art and design Compare and contrast Creation Evaluation Generation of ideas People, artwork & movements



- Y6 > Create sketchbooks to record their observations and use them to review and revisit ideas.
- Y6 > Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).
- Y6 > Learn about great artists, architects and designers in history.
- Y6 > Evaluate and analyse creative works using the language of art, craft and design.

Inuit

4 Programmes of study, 7 skills and 15 knowledge statements

Year 6 Driver subject Art and design Creation Evaluation Generation of ideas Malleable materials Paint and colour Printing People, artwork & movements



- Y6 > Create sketchbooks to record their observations and use them to review and revisit ideas.
- Y6 > Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).
- Y6 > Learn about great artists, architects and designers in history.
- Y6 > Evaluate and analyse creative works using the language of art, craft and design.

Environmental Artists

2 Programmes of study, 3 skills and 6 knowledge statements

Year 6 Driver subject Art and design Generation of ideas Natural art Paper, fabric, metal and plastic



- Y6 > Create sketchbooks to record their observations and use them to review and revisit ideas.
- Y6 > Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).

Distortion and Abstraction

4 Programmes of study, 9 skills and 15 knowledge statements

Year 6 Driver subject Art and design Compare and contrast Creation Evaluation Generation of ideas Human form Landscapes Paint and colour Pencil, ink, charcoal & pen People, artwork & movements



- Y6 > Create sketchbooks to record their observations and use them to review and revisit ideas.
- Y6 > Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).
- Y6 > Learn about great artists, architects and designers in history.
- Y6 > Evaluate and analyse creative works using the language of art, craft and design.

Bees, Beetles and Butterflies

3 Programmes of study, 5 skills and 11 knowledge statements

Year 6 Driver subject Art and design Evaluation Generation of ideas Paint and colour Paper, fabric, metal and plastic Pencil, ink, charcoal & pen



- Y6 > Create sketchbooks to record their observations and use them to review and revisit ideas.
 - Y6 > Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).
 - Y6 > Evaluate and analyse creative works using the language of art, craft and design.
-

