

## 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.
- > 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.
- > 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.
- > 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



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

## Magnificent Monarchs

1 Programme of study, 1 skills and 1 knowledge statement



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



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



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



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](#)



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



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



-  > Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).
-  > Learn about great artists, architects and designers in history.
-  > 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](#)



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

