

Year	Programme of Study	Key Vocabulary	Key skills and Knowledge	Important Artists	Art Objectives		
1	Colour	Primary colours, Secondary colours, warm/cool colours, tint, shade, brushstroke	Name all the colours, mixing of colours, find collections of colours, applying colour with a range of tools	Bruegel, Van Gogh, Hockney	1. Use a range of materials creatively to design and make products, 2. Use drawing, painting and sculpture to develop and share ideas, experiences and imagination 3. Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space 4. 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.		
	Lines	Flowing, delicate, simple, bold, thick, thin	Extend the variety of drawing tools, explore different textures, observe and draw, observe patterns, observe anatomy	Rembrandt, Miro, Klee	1. Use a range of materials creatively to design and make products, 2. Use drawing, painting and sculpture to develop and share ideas, experiences and imagination 3. Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space 4. 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.		
	Language of Art	style, technique, pointillism, brushstroke, narrative, character, setting	extend the variety of drawing tools, explore different textures, how textiles create things, create patterns,	Georges Seurat, Van Gogh, Paolo Uccello	drawing, painting and sculpture to develop and share ideas, experiences and imagination 3. Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space 4. 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.		
	Architecture and sculpture	architecture, architect, design, dome, pillar, arch, tower, purpose, sculpture, sculptor, 3d art, 2d art	construct, use materials to make known objects for a purpose, carve, pinch and roll coils and slabs using a modelling media	Westminster Abbey, The Houses of Parliament, St. Paul's Cathedral, Little Dancer by Degas	1. Use a range of materials creatively to design and make products, 2. Use drawing, painting and sculpture to develop and share ideas, experiences and imagination 3. Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space 4. 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.		
2	Colour and shape	primary colours, secondary colours, warm/cool colours, tint, shade, geometric shape, organic shape	begin to describe colours by objects, make as many tones of one colour as possible (using white), darken colours without using black,	Klee, Picasso, Calder	1. Use a range of materials creatively to design and make products, 2. Use drawing, painting and sculpture to develop and share ideas, experiences and imagination 3. Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space 4. 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.		
	Colour, shape and texture (visual arts)	primary colours, secondary colours, complementary colours, geometric shape, organic shape, composition, cut-out, texture, visual texture	using colour on a larger scale, overlapping and overlaying to create effects, collage, print with a growing range of objects,	Matisse, Durer, Jan van Eyck	1. Use a range of materials creatively to design and make products, 2. Use drawing, painting and sculpture to develop and share ideas, experiences and imagination 3. Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space 4. 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.		
	Art on Ancient Egypt	Ancient Egypt, pharaoh, pyramid, tomb art, sarcophagus, sphinx, bust, papyrus, The Book of the Dead	experiment with tools and surfaces, awareness of natural and man-made forms, expression of personal experiences and ideas, decorative techniques, replicate patterns and textures in a 3D form, work and that of other sculptors	The Great Sphinx, A bust of Queen Nefertiti, Tutankhamun's death mask	1. Use a range of materials creatively to design and make products, 2. Use drawing, painting and sculpture to develop and share ideas, experiences and imagination 3. Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space 4. 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.		

	Portraits and self-portraits	portrait, self-portrait, facial features, skin tone, represent, cubism	discuss use of shadows - use of light and dark, sketch to make quick records, experiment with tools, collage	Leonardo da Vinci, Vincent Van Gogh, Pablo Picasso	1. Use a range of materials creatively to design and make products, 2. Use drawing, painting and sculpture to develop and share ideas, experiences and imagination 3. Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space 4. 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.		
3	Line	sketch, continuous line, form, print, woodblock print	experiment with the potential of various pencils, accurate drawings of people - particular faces	Paul Klee, Henry Moore, Katsushika Hokusai	1. Create sketchbooks to record observations and use them to review and revisit ideas, 2. Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay) 3. Learn about great artists, architects and designers in history		
	Still life and form	still life, form, tone, shade/shadow, highlight, mid-tone, cast-shadow, cross-hatching, tints/shades	close observation, draw both the positive and negative shapes, colour mixing, techniques - apply colour using dotting, scratching, splashing	Herculaneum (still life with peaches and a glass), Giorgio Morandi, Paul Cezanne	1. Create sketchbooks to record observations and use them to review and revisit ideas, 2. Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay) 3. Learn about great artists, architects and designers in history		
	Landscape and symmetry	landscape, seascape, method, sketch, brushstroke, symmetry/symmetrical, natural materials, temporary	initial sketches as a preparation for painting, introduce different types of brushes, symmetry	Constable, Turner, Leonardo da Vinci, Andy Goldsworthy	1. Create sketchbooks to record observations and use them to review and revisit ideas, 2. Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay) 3. Learn about great artists, architects and designers in history		
	Mythological paintings	myth, mythological paintings, classical, narrative, character, characteristic, setting, Minotaur	shape, form, model and construct, plan and develop, aesthetics, relief and impressed printing, recording textures and patterns,	Pablo Picasso, Antonio del Pollaiuolo	1. Create sketchbooks to record observations and use them to review and revisit ideas, 2. Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay) 3. Learn about great artists, architects and designers in history		
4	Light	form, tone, shade/shadow, highlights, mid-tone, cast shadow, tints/shades, chiaroscuro, ground, underpainting, burnt sienna, yellow ochre	identify and draw the effect of light, colour mixing and matching; tint, tone, shade, observe colours, suitable equipment for the task, colour to reflect mood	Caravaggio, Johannes Vermeer	1. Create sketchbooks to record observations and use them to review and revisit ideas, 2. Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay) 3. Learn about great artists, architects and designers in history		
	Monuments of Byzantium	monument, Ancient Rome, empire, Emperor, Byzantine Empire, Constantinople, mosaic, dome, icon,	plan and develop, discuss own work and work of other sculptors, analyse and interpret natural and manmade forms of construction, tessellation	Hagia Sofia, Justinian I and Theodora (mosaics in Ravenna)	1. Create sketchbooks to record observations and use them to review and revisit ideas, 2. Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay) 3. Learn about great artists, architects and designers in history		
	Monuments of Ancient Rome	monument, Ancient Rome, Amphitheatre, column, dome, portico, arch, in relief, in the round, frieze	observation and design of textural art, experience surface patterns/textures, use sketchbook for recording textures/patterns	Trojan's Column, Relief from Trojan's column, The Colosseum, The Pantheon	1. Create sketchbooks to record observations and use them to review and revisit ideas, 2. Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay) 3. Learn about great artists, architects and designers in history		
	Space	space, dimension, height, width, depth, 3d, 2d, foreground, background, middleground, detail	scale and proportion, accurate drawings of whole people including proportion and placement,	Millet, Bruegel the Elder	1. Create sketchbooks to record observations and use them to review and revisit ideas, 2. Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay) 3. Learn about great artists, architects and designers in history		
	Style	style, technique, brushstroke, Rococo, asymmetrical, Modernist, abstract, Colour theory, complementary colours,	effect of light on objects and people from different directions, interpret the texture of a surface, explore the use of colour, colour for purposes,	Antoine Watteau, Thomas Chippendale, Theo van Doesburg, Marcel Breuer	1. Create sketchbooks to record observations and use them to review and revisit ideas, 2. Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay) 3. Learn about great artists, architects and designers in history		

5	African Art	peoples, ceremony, Bamana peoples, headdress, Edo peoples, Benin City, plaque, cast, brass, ivory	produce increasingly accurate drawings of people, select and use materials, embellish work, observation or imagination, create own abstract pattern to reflect personal experiences,	Antelope headdress, Benin plaque, Benin Ivory mask, Benin Ivory salt cellar	1. Create sketchbooks to record observations and use them to review and revisit ideas, 2. Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay) 3. Learn about great artists, architects and designers in history		
	Chinese Art	dynasty, Northern Song Dynasty, Yuan Dynasty, Ming Dynasty, calligraphy, character, rice paper, scroll, hand scroll, hanging scroll, ink stick, ink stone, ceramic,	hue - tint - tone - shade and mood, use stories, music, poems as stimuli, fabric making, artists using textiles, combining prints, design prints,	Finches and Bamboo (Northern Song Dynasty), Fisherman (Yuan Dynasty), Summer mountains (Northern Song Dynasty), Ming Ware	1. Create sketchbooks to record observations and use them to review and revisit ideas, 2. Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay) 3. Learn about great artists, architects and designers in history		
	Islamic art and architecture	Islamic art and architecture, mosque, minaret, dome, calligraphy, Geometric Patterns, vegetal patterns, figural	concept of perspective, plan and develop ideas, shape, form, model and join, discuss and evaluate own work and that of other sculptors,	The Dome of the Rock, the taj Mahal, Court of the Lions, Plasterwork (Nasrid Palaces), Geometric tilework (Nasrid Palaces), Plasterwork calligraphy (Nasrid Palaces)	1. Create sketchbooks to record observations and use them to review and revisit ideas, 2. Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay) 3. Learn about great artists, architects and designers in history		
6	Natural Forms	nature, form, tone, texture, composition, pattern, contrast, landscape	colour for purposes, colour to express feelings, plan and develop ideas, shape, form, model and join, discuss and evaluate own work and that of other sculptors,	Andy Goldsworthy, William Morris, Georgia O'Keeffe	1. Create sketchbooks to record observations and use them to review and revisit ideas, 2. Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay) 3. Learn about great artists, architects and designers in history		
	Abstract Art	abstract art, simplify, Cubism, colour, geometric shape, pattern, unrealistic, Futurism, texture	hue - tint - tone - shade and mood, applies knowledge of different techniques to express feelings, builds up drawings and images of whole or parts of items using various techniques, explore printing techniques used by various artists, create own abstract pattern to reflect personal experiences,	Piet Mondrian, Wassily Kandinsky, Paul Klee	1. Create sketchbooks to record observations and use them to review and revisit ideas, 2. Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay) 3. Learn about great artists, architects and designers in history		
	Graffiti Art	graphic images, monogram, New York, subway, motif, permission, Ancient Egypt, spray paint, vandalism	explore the use of texture in colour, develops experience in embellishing, work collaboratively on a larger scale, observation or imagination, create pattern for purpose	Keith Haring, Banksy, Lady Pink	1. Create sketchbooks to record observations and use them to review and revisit ideas, 2. Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay) 3. Learn about great artists, architects and designers in history		
	World War 2	propaganda, emotion, camouflage, poppies, charcoal, cross-hatching, shading, emphasis, blending	effect of light on objects and people from different directions, interpret the texture of a surface, produce increasingly accurate drawings of people, concept of perspective, properties of media	Muirhead Bone, Paul Nash, Bunnell Poole	1. Create sketchbooks to record observations and use them to review and revisit ideas, 2. Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay) 3. Learn about great artists, architects and designers in history		