	EYFS/Reception	Year 1/2 Milestone 1	Year 3/4 Milestone 2	Year 5/6 Milestone 3
Autumn 1	Marvellous Me! Or 'U for Unique!'		Our Wonderful Planet Earth	Climb Every Mountain!
	<b>3&amp;4yr old</b> Show different emotions in their	Use sketch books to explore and refine ideas and techniques.	Use sketch books to explore and refine ideas and techniques.	Use sketch books to explore and refine idea and techniques.
	drawings and paintings, like happiness, sadness, fear etc. Explore colour and colour-mixing. Reception Explore, use and refine a variety of artistic effects to express their ideas and feelings. Return to and build on their previous learning, refining ideas and developing their ability to represent them.	Respond to ideas and starting points. Explore ideas and collect visual information. Explore different methods and materials as ideas develop.  MT: Drawing Draw lines of different sizes and thickness. Colour (own work) neatly following the lines. Show pattern and texture by adding dots and lines. Show different tones by using coloured pencils. MT: Painting Use thick and thin brushes. Mix primary colours to make secondary. Add white to colours to make tints and black to colours to make tones. Create colour wheels. Take inspirations from the greats Klee Modigliani	Develop ideas from starting points throughout the curriculum.  Collect information, sketches and resources. Adapt and refine ideas as they progress. Explore ideas in a variety of ways. Comment on artworks using visual language.  Insects and flowers: observational sketches MT: Drawing Use different hardnesses of pencils to show line, tone and texture. Annotate sketches to explain and elaborate ideas. Sketch lightly (no need to use a rubber to correct mistakes). Use shading to show light and shadow. Use hatching and cross hatching to show tone and texture. MT: Painting Use a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines. Mix colours effectively. Use watercolour paint to produce washes for backgrounds then add detail. Experiment with creating mood with colour.  Take inspirations from the greats	Develop and imaginatively extend ideas from starting points throughout the curriculum. Collect information, sketches and resources and present ideas imaginatively in a sketch book.  Use the qualities of materials to enhance ideas.  Spot the potential in unexpected results as work progresses.  Comment on artworks with a fluent grasp of visual language.  MT: Painting (watercolour)  Sketch (lightly) before painting to combine line and colour.  Create a colour palette based upon colours observed in the natural or built world.  Use the qualities of watercolour and acrylic paints to create visually interesting pieces.  Combine colours, tones and tints to enhance the mood of a piece.  Use brush techniques and the qualities of paint to create texture.  Develop a personal style of painting, drawing upon ideas from other artists.  Take inspirations from the greats  Heaton Cooper and other local artists
Autumn 2	Colour my world		1	Shine a Light!
	3&4yr old	Use sketch books to explore and refine	]	Use sketch books to explore and refine ideas
	Explore different materials freely, develop their ideas about how to	ideas and techniques. Respond to ideas and starting points.		and techniques.  Develop and imaginatively extend ideas from
	use them and what to make.  Develop their own ideas and then decide which materials to use to express them.	Explore ideas and collect visual information. Explore different methods and materials as ideas develop.		starting points throughout the curriculum. Collect information, sketches and resources and present ideas imaginatively in a sketch book.
	Create closed shapes with continuous lines, and begin to use	MT: Collage Use a combination of materials that are cut,		Use the qualities of materials to enhance ideas.
	these shapes to represent objects. Use drawing to represent ideas like movement or loud noises. Show different emotions in their	torn and glued. Sort and arrange materials. Mix materials to create texture.		Spot the potential in unexpected results as work progresses.  Comment on artworks with a fluent grasp of visual language.

Bullet points: Opportunities (intended subject outcomes for each half term). See Chris Quigley Essentials document for suggested subject based opportunities.

Red: Milestone objectives sequenced to outline when learning should take place. See Chris Quigley Essentials document for more detail. Objectives to be repeated to ensure recall/revisiting prior learning.

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	drawings and paintings, like happiness, sadness, fear etc. Explore colour and colour-mixing. Reception Explore, use and refine a variety of artistic effects to express their ideas and feelings. Return to and build on their previous learning, refining ideas and developing their ability to represent them. Create collaboratively, sharing ideas, resources and skills.	Take inspirations from the greats		MT: Digital Media Enhance digital media by editing (including sound, video, animation, still images and installations).  Take inspirations from the greats Heaton Cooper and other local artists
Spring 1		ders! <b>Or</b> To infinity	Roman Britain	Electric Energy
	3&4yr old  Explore different materials freely, develop their ideas about how to use them and what to make.  Develop their own ideas and then decide which materials to use to express them.  Create closed shapes with continuous lines, and begin to use these shapes to represent objects. Show different emotions in their drawings and paintings, like happiness, sadness, fear etc.  Explore colour and colour-mixing.  Reception  Explore, use and refine a variety of artistic effects to express their ideas and feelings.  Return to and build on their previous learning, refining ideas and developing their ability to represent them.  Create collaboratively, sharing ideas, resources and skills.	Use sketch books to explore and refine ideas and techniques. Respond to ideas and starting points. Explore ideas and collect visual information. Explore different methods and materials as ideas develop.  MT: Sculpture/Junk Modelling Use a combination of shapes. Include lines and texture. Use rolled up paper, straws, paper, card and clay as materials. Use techniques such as rolling, cutting, moulding and carving.  Take inspirations from the greats Peter Blake	Use sketch books to explore and refine ideas and techniques.  Develop ideas from starting points throughout the curriculum.  Collect information, sketches and resources.  Adapt and refine ideas as they progress.  Explore ideas in a variety of ways.  Comment on artworks using visual language.  MT: Collage  Select and arrange materials for a striking effect.  Ensure work is precise.  Use coiling, overlapping, tessellation, mosaic and montage.  MT: Painting  Use a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines.  Mix colours effectively.  Use watercolour paint to produce washes for backgrounds then add detail.  Experiment with creating mood with colour.  Take inspirations from the greats  Mosaics/Volcano art	Use sketch books to explore and refine ideas and techniques.  Develop and imaginatively extend ideas from starting points throughout the curriculum.  Collect information, sketches and resources and present ideas imaginatively in a sketch book.  Use the qualities of materials to enhance ideas.  Spot the potential in unexpected results as work progresses.  Comment on artworks with a fluent grasp of visual language.  MT: Drawing  Use a variety of techniques to add interesting effects (e.g. reflections, shadows, direction of sunlight).  Use a choice of techniques to depict movement, perspective, shadows and reflection.  Choose a style of drawing suitable for the work (e.g. realistic or impressionistic).  Use lines to represent movement.  Take inspirations from the greats  David Hockney - Water pictures
Spring 2	Every picture tells a story!		1	Down the River to the Sea
. •	3&4yr old Explore different materials freely, develop their ideas about how to use them and what to make. Develop their own ideas and then decide which materials to use to express them. Join different materials and explore	Use sketch books to explore and refine ideas and techniques. Respond to ideas and starting points. Explore ideas and collect visual information. Explore different methods and materials as ideas develop.		Use sketch books to explore and refine ideas and techniques.  Develop and imaginatively extend ideas from starting points throughout the curriculum.  Collect information, sketches and resources and present ideas imaginatively in a sketch book.  Use the qualities of materials to enhance

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Create closed shapes with

continuous lines, and begin to use

these shapes to represent objects.

and detail, such as representing a

Draw with increasing complexity

Spot the potential in unexpected results as

Comment on artworks with a fluent grasp of

work progresses.

visual language.

## Curriculum teaching/content (Milestones) Art Curriculum Plan different textures. MT: Drawing Draw lines of different sizes and thickness. Create closed shapes with Spot the potential in unexpected results as continuous lines, and begin to use Colour (own work) neatly following the lines. work progresses. Show pattern and texture by adding dots and these shapes to represent objects. Comment on artworks with a fluent grasp of Draw with increasing complexity visual language. and detail, such as representing a Show different tones by using coloured face with a circle and including MT: Painting pencils. Sketch (lightly) before painting to combine details. **MT:** Painting Use drawing to represent ideas like Use thick and thin brushes. line and colour. movement or loud noises. Mix primary colours to make secondary. Create a colour palette based upon colours Show different emotions in their Add white to colours to make tints and observed in the natural or built world. drawings and paintings, like black to colours to make tones. Use the qualities of watercolour and acrylic Create colour wheels. paints to create visually interesting pieces. happiness, sadness, fear etc. Explore colour and colour-mixing. MT: Printing Combine colours, tones and tints to enhance Reception Use repeating or overlapping shapes. the mood of a piece. Mimic print from the environment (e.g. Explore, use and refine a variety of Use brush techniques and the qualities of artistic effects to express their ideas wallpapers). paint to create texture. Use objects to create prints (e.g. fruit, and feelings. Develop a personal style of painting, drawing Return to and build on their vegetables or sponges). upon ideas from other artists. Press, roll, rub and stamp to make prints. previous learning, refining ideas and developing their ability to represent MT: Digital Media Take inspirations from the greats them. Use a wide range of tools to create different David Hockney - Water pictures Create collaboratively, sharing textures, lines, tones, colours and shapes. ideas, resources and skills. MT: Textiles Use weaving to create a pattern. Join materials using glue and/or a stitch. Use plaiting. Use dip dye techniques. Take inspirations from the greats LS Lowry Vincent Van Gogh **Georges Seurat Orla Kiely** William Morris **Andy Warhol** Summer 1 The Great U.S. of A. Mr McGregor's Garden Marvellous Machines 3&4yr old Use sketch books to explore and refine Use sketch books to explore and refine ideas Use sketch books to explore and refine ideas Explore different materials freely, ideas and techniques. and techniques. and techniques. develop their ideas about how to Respond to ideas and starting points. Develop ideas from starting points throughout the Develop and imaginatively extend ideas from Explore ideas and collect visual information. starting points throughout the curriculum. use them and what to make. curriculum. Develop their own ideas and then Explore different methods and materials as Collect information, sketches and resources. Collect information, sketches and resources decide which materials to use to ideas develop. Adapt and refine ideas as they progress. and present ideas imaginatively in a sketch Explore ideas in a variety of ways. express them. book. Join different materials and explore MT: Drawing Comment on artworks using visual language. Use the qualities of materials to enhance Draw lines of different sizes and thickness. different textures. ideas.

Bullet points: Opportunities (intended subject outcomes for each half term). See Chris Quigley Essentials document for suggested subject based opportunities.

Show different tones by using coloured

lines.

pencils.

Colour (own work) neatly following the lines.

Show pattern and texture by adding dots and

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MT: Digital Media

explain why they were created.

Create images, video and sound recordings and

## face with a circle and including MT: Collage Take inspirations from the greats MT: Textiles Show precision in techniques. Use a combination of materials that are cut. Andy Warhol and similar digital artists details. Use drawing to represent ideas like torn and glued. Choose from a range of stitching techniques. movement or loud noises. Sort and arrange materials. Combine previously learned techniques to create Show different emotions in their Mix materials to create texture. pieces. drawings and paintings, like happiness, sadness, fear etc. Take inspirations from the greats Take inspirations from the greats Arcimboldo Explore colour and colour-mixing. Native American clothing examples Reception **Beatrix Potter** Explore, use and refine a variety of Andy Goldsworthy artistic effects to express their ideas and feelings. Return to and build on their previous learning, refining ideas and developing their ability to represent them. Create collaboratively, sharing ideas, resources and skills. Knights of Penruddock Summer 2 **Forces** 3&4yr old Use sketch books to explore and refine Use sketch books to explore and refine ideas Explore different materials freely, ideas and techniques. and techniques. Develop and imaginatively extend ideas from develop their ideas about how to Respond to ideas and starting points. use them and what to make. Explore ideas and collect visual information. starting points throughout the curriculum. Develop their own ideas and then Explore different methods and materials as Collect information, sketches and resources and present ideas imaginatively in a sketch decide which materials to use to ideas develop. express them. book. Join different materials and explore MT: Collage Use the qualities of materials to enhance Use a combination of materials that are cut. different textures. ideas. Create closed shapes with torn and glued. Spot the potential in unexpected results as continuous lines, and begin to use Sort and arrange materials. work progresses. Comment on artworks with a fluent grasp of these shapes to represent objects. Mix materials to create texture. visual language. Draw with increasing complexity and detail, such as representing a Take inspirations from the greats MT: Painting face with a circle and including **Royal Portraits** details. **National Gallery** Sketch (lightly) before painting to combine Use drawing to represent ideas like line and colour. movement or loud noises. Create a colour palette based upon colours Show different emotions in their observed in the natural or built world. Use the qualities of watercolour and acrylic drawings and paintings, like happiness, sadness, fear etc. paints to create visually interesting pieces. Explore colour and colour-mixing. Combine colours, tones and tints to enhance Reception the mood of a piece. **ELG Creating with Materials 1-3** Use brush techniques and the qualities of Safely use and explore a variety of paint to create texture. materials, tools and techniques, Develop a personal style of painting, drawing experimenting with colour, design, upon ideas from other artists. texture, form and function. Share their creations, explaining Take inspirations from the greats the process they have used

Year B

	EYFS/Reception	Year 1/2 Milestone 1	Year 3/4 Milestone 2	Year 5/6 Milestone 3
Autumn 1	Home	Sweet Home	Our Local Area	The Vikings are Coming!
	3&4yr old  Develop their own ideas and then decide which materials to use to express them.  Join different materials and explore different textures.  Create closed shapes with continuous lines, and begin to use these shapes to represent objects.  Draw with increasing complexity and detail, such as representing a face with a circle and including details.  Explore colour and colour-mixing.  Reception  Explore, use and refine a variety of artistic effects to express their ideas and feelings.  Return to and build on their previous learning, refining ideas and developing their ability to represent them.  Create collaboratively, sharing ideas, resources and skills.	Use sketch books to explore and refine ideas and techniques. Respond to ideas and starting points. Explore ideas and collect visual information. Explore different methods and materials as ideas develop.  MT: Sculpture Use a combination of shapes. Include lines and texture. Use rolled up paper, straws, paper, card and clay as materials. Use techniques such as rolling, cutting, moulding and carving.  Take inspirations from the greats Zaha Hadid Can Buildings Speak Paul Horton - creating 3D houses in the style of	Use sketch books to explore and refine ideas and techniques.  Develop ideas from starting points throughout the curriculum.  Collect information, sketches and resources.  Adapt and refine ideas as they progress.  Explore ideas in a variety of ways.  Comment on artworks using visual language.  MT: Textiles  Shape and stitch materials.  Use basic cross stitch and back stitch.  Colour fabric.  Create weavings.  Quilt, pad and gather fabric.  Take inspirations from the greats  Locally inspired textile work - local artists	Use sketch books to explore and refine ideas and techniques.  Develop and imaginatively extend ideas from starting points throughout the curriculum.  Collect information, sketches and resources and present ideas imaginatively in a sketch book.  Use the qualities of materials to enhance ideas.  Spot the potential in unexpected results as work progresses.  Comment on artworks with a fluent grasp of visual language.  MT: Sculpture  Show life-like qualities and real-life proportions or, if more abstract, provoke different interpretations.  Use tools to carve and add shapes, texture and pattern.  Combine visual and tactile qualities.  Use frameworks (such as wire or moulds) to provide stability and form.  Take inspirations from the greats  Dragon sculptures taken from history  Using Gomersal Primary School art as an inspiration.
Autumn 2		! Time Travellers!		Refugees
	3&4yr old  Explore different materials freely, develop their ideas about how to use them and what to make.  Develop their own ideas and then decide which materials to use to express them.  Join different materials and explore different textures.  Create closed shapes with continuous lines, and begin to use these shapes to represent objects.  Draw with increasing complexity and detail, such as representing a face with	Use sketch books to explore and refine ideas and techniques. Respond to ideas and starting points. Explore ideas and collect visual information. Explore different methods and materials as ideas develop.  MT: Collage Use a combination of materials that are cut, torn and glued. Sort and arrange materials. Mix materials to create texture.		Use sketch books to explore and refine ideas and techniques.  Develop and imaginatively extend ideas from starting points throughout the curriculum.  Collect information, sketches and resources and present ideas imaginatively in a sketch book.  Use the qualities of materials to enhance ideas.  Spot the potential in unexpected results as work progresses.  Comment on artworks with a fluent grasp of visual language.

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a circle and including details. Explore colour and colour-mixing.  Reception Explore, use and refine a variety of artistic effects to express their ideas and feelings. Return to and build on their previous learning, refining ideas and developing their ability to represent them. Create collaboratively, sharing ideas, resources and skills.	Take inspirations from the greats Tudor Houses Josef Moravec		MT: Drawing Use a variety of techniques to add interesting effects (e.g. reflections, shadows, direction of sunlight). Use a choice of techniques to depict movement, perspective, shadows and reflection. Choose a style of drawing suitable for the work (e.g. realistic or impressionistic). Use lines to represent movement.  Take inspirations from the greats Quentin Blake <a href="https://www.qbcentre.org.uk/illustrating-refugee-crisis">https://www.qbcentre.org.uk/illustrating-refugee-crisis</a>
Spring 1  3&4yr old  Explore different materials freely, develop their ideas about how to use them and what to make.  Develop their own ideas and then decide which materials to use to express them.  Create closed shapes with continuous lines, and begin to use these shapes to represent objects.  Explore colour and colour-mixing.  Reception  Explore, use and refine a variety of artistic effects to express their ideas and feelings.  Return to and build on their previous learning, refining ideas and developing their ability to represent them.  Create collaboratively, sharing ideas, resources and skills.	MT: Drawing Draw lines of different sizes and thickness. Colour (own work) neatly following the lines. Show pattern and texture by adding dots and lines. Show different tones by using coloured	Use sketch books to explore and refine ideas and techniques. Develop ideas from starting points throughout the curriculum. Collect information, sketches and resources. Adapt and refine ideas as they progress. Explore ideas in a variety of ways. Comment on artworks using visual language.  MT: Sculpture Create and combine shapes to create recognisable forms (e.g. shapes made from nets or solid materials). Include texture that conveys feelings, expression or movement. Use clay and other mouldable materials. Add materials to provide interesting detail.  Take inspirations from the greats How greats use of materials	Use sketch books to explore and refine ideas and techniques.  Develop and imaginatively extend ideas from starting points throughout the curriculum.  Collect information, sketches and resources and present ideas imaginatively in a sketch book.  Use the qualities of materials to enhance ideas.  Spot the potential in unexpected results as work progresses.  Comment on artworks with a fluent grasp of visual language.  MT: Collage  Mix textures (rough and smooth, plain and patterned).  Combine visual and tactile qualities.  Use ceramic mosaic materials and techniques.  Take inspirations from the greats

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## Bright Lights, Big City! Spring 2 Ancient Greece 3&4yr old Use sketch books to explore and refine Use sketch books to explore and refine ideas Explore different materials freely, ideas and techniques. and techniques. develop their ideas about how to use Respond to ideas and starting points. Develop and imaginatively extend ideas from them and what to make. Explore ideas and collect visual starting points throughout the curriculum. Develop their own ideas and then Collect information, sketches and resources information. decide which materials to use to Explore different methods and materials as and present ideas imaginatively in a sketch express them. ideas develop. book. Create closed shapes with continuous Use the qualities of materials to enhance lines, and begin to use these shapes to **MT:** Painting ideas. represent objects. Use thick and thin brushes. Spot the potential in unexpected results as Explore colour and colour-mixing. Mix primary colours to make secondary. work progresses. Reception Add white to colours to make tints and Comment on artworks with a fluent grasp of Explore, use and refine a variety of artistic effects to express their ideas black to colours to make tones. visual language. and feelings. Create colour wheels. Return to and build on their previous MT: Digital Media MT: Sculpture learning, refining ideas and developing Use a wide range of tools to create different Show life-like qualities and real-life proportions or, if their ability to represent them. textures, lines, tones, colours and shapes. more abstract, provoke different interpretations. Create collaboratively, sharing ideas, Use tools to carve and add shapes, texture and resources and skills. Take inspirations from the greats pattern. Architecture - Arthur Timothy & IM Pei Combine visual and tactile qualities. Bridget Riley Op Art Use frameworks (such as wire or moulds) to provide stability and form. Take inspirations from the greats Potters in the style of Ancient Greek Early Civilization **Our Precious Planet** Summer 1 Rumble in the jungle! 3&4yr old Use sketch books to explore and refine Use sketch books to explore and refine ideas Use sketch books to explore and refine ideas Explore different materials freely, ideas and techniques. and techniques. and techniques. develop their ideas about how to use Develop ideas from starting points throughout the Respond to ideas and starting points. Develop and imaginatively extend ideas from them and what to make. Explore ideas and collect visual starting points throughout the curriculum. curriculum. Develop their own ideas and then Collect information, sketches and resources. information. Collect information, sketches and resources decide which materials to use to Explore different methods and materials as Adapt and refine ideas as they progress. and present ideas imaginatively in a sketch express them. ideas develop. Explore ideas in a variety of ways. book. Join different materials and explore Comment on artworks using visual language. Use the qualities of materials to enhance different textures. MT: Printing ideas. Create closed shapes with continuous Use repeating or overlapping shapes. MT: Printing Spot the potential in unexpected results as lines, and begin to use these shapes to Mimic print from the environment (e.g. Use layers of two or more colours. work progresses. represent objects. Replicate patterns observed in natural or built Comment on artworks with a fluent grasp of Draw with increasing complexity and wallpapers). detail, such as representing a face with Use objects to create prints (e.g. fruit, environments. visual language. a circle and including details. vegetables or sponges). Make printing blocks (e.g. from coiled string glued Use drawing to represent ideas like Press, roll, rub and stamp to make prints. to a block). **MT:** Printing movement or loud noises. MT: Collage Make precise repeating patterns. Build up layers of colours. Show different emotions in their Use a combination of materials that are cut MT: Sculpture Create an accurate pattern, showing fine detail. drawings and paintings, like happiness, torn and glued. Use a range of visual elements to reflect the Create and combine shapes to create recognisable sadness, fear etc. forms (e.g. shapes made from nets or solid purpose of the work. Sort and arrange materials. Explore colour and colour-mixing. Mix materials to create texture. materials). Reception Include texture that conveys feelings, expression or Take inspirations from the greats Explore, use and refine a variety of Take inspirations from the greats movement. Famous Nature artworks artistic effects to express their ideas Henri Rousseau - camouflage art Use clay and other mouldable materials. Wallpaper designs - William Morris and feelings.

Bullet points: Opportunities (intended subject outcomes for each half term). See Chris Quigley Essentials document for suggested subject based opportunities.

Develop a personal style of painting, drawing

upon ideas from other artists.

Take inspirations from the greats

Take inspirations from the greats

Jacobs

Lancaster & Morecambe artist - Chas

texture, form and function.

the process they have used.

Share their creations, explaining