



Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
KPI: To use artwork to record ideas observations and experiences.	KPI: To try out different activities and make sensible choices about what to do next.	KPI: To use a sketchbook for recording observations, for experimenting with techniques and planning out ideas.	KPI: To use a sketchbook for collecting ideas and developing a plan for a completed piece of artwork.	KPI: To develop different ideas which can be used and explain his/her choices for the materials used.	KPI: To select ideas based on first hand observations, experience or imagination and develop these through open ended research.
To communicate something about themselves in drawing and paintings.	To use a viewfinder to focus on a specific part of an artefact before drawing it.	To use own sketch books to express feelings about a subject and to describe likes and dislikes.	KPI: To use taught technical skills to improve his/her work.	To identify and draw simple objects, and use marks and lines to produce texture.	To ensure sketches communicate emotions and a sense of self with accuracy and imagination.
To create moods in drawings and paintings.	To use different grades of pencil in drawings.	KPI: To experiment with different materials to create a range of effects	To use sketch books to express feelings about various techniques, subjects	To successfully use shading to create mood and feeling.	To explain why they have combined different tools to create drawings.



		and use these techniques in the completed piece of work.	and outline likes and dislikes.		
KPI: To name the primary and secondary colours.	To use charcoal, pencil and pastels.	To use different grades of pencil shade, to show different tones and textures.	To begin to show facial expressions and body language in own sketchers and paintings.	To organize, line, tone, shape and colour to represent figures and forms in movement.	To explain why they have chosen specific drawing techniques.
KPI: To experiment with different techniques and materials to design and make products.	To explain which pencil they would use for different features of a drawing.	To create a background using a wash.	To identify and draw simple objects and use marks and lines to produce texture.	To successfully use shading to create mood and feeling.	KPI: Refine his/her use of learnt techniques.
To draw lines of different shapes and thickness, using 2 different grades of pencil.	KPI: To select particular techniques to create a chosen product.	To use a range of brushes to create different effects.	To organise line, tone, shape and colour to represent figure and forms in movement.	To express emotions accurately through painting and sketching.	To use a wide range of techniques in own paintings.

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To create a repeating pattern by printing using a given technique.	To mix paint to create all the secondary colours.	To use the printed images taken with a digital camera and combine them with other media to produce art work.	To show reflections in own paintings and drawings.	To create an accurate print design that meets a given criteria.	To overprint using different colours.
To cut, roll and coil materials such as clay, dough or plasticine.	To mix a brown shade of paint.	To use IT programs to create a piece of work that includes own work and that of others (using web).	To print onto different materials using at least four colours.	KPI: To confidently and systematically investigate the potential of new and unfamiliar materials and use these learnt techniques within his/her own work.	To combine graphic and text based research of commercial design, for example magazines etc., to influence the layout of own sketch books.
To explain which colours are needed to be mixed to make secondary colours.	To make tints by adding white and tones by adding black.	KPI: To know about some of the great artists, architects and designers in history and describe their work.	KPI: To articulate how he/she might improve own work using technical terms and reasons.	To scan images and take digital photos, and use software to alter them, adapt them and create work with meaning.	KPI: To adapt his/her own final work following feedback or discussion based on preparatory ideas.



<p>To use a painting program to create a picture.</p>	<p>To create a print using pressing, rolling, rubbing and stamping.</p>	<p>To compare the work of different artists.</p>	<p>KPI: To describe some key ideas, techniques and working practices of artists, architects and designers who he/she has studied.</p>	<p>To work with chalk and charcoal to produce work that conveys depth.</p>	<p>To adapt and refine work to reflect meaning and purpose, keeping notes and annotations in sketch books.</p>
<p>KPI: To explain what he or she likes about the work of others.</p>	<p>To use simple IT mark-making tools, e.g. Brush and pen tools.</p>	<p>To explore work from other cultures.</p>	<p>To experiment with different styles which artists have used.</p>	<p>To have a clear understanding about how to join clay so that the model remains intact.</p>	<p>KPI: To describe the work and ideas of various artists, architects and designers, using appropriate vocabulary and referring to historical and cultural contexts.</p>



<p>To describe what they can see and like in the work of another artist.</p>	<p>KPI: To give reasons for his/her preferences when looking at art/craft or design work.</p>	<p>To explore work from other periods of time.</p>	<p>To explain art from other periods of history.</p>	<p>KPI: To evaluate his/her own work against an intended outcome.</p>	<p>To ensure sketch books contain detailed notes, and quotes explaining about items.</p>
				<p>To keep notes in sketch books as to how own work can develop further.</p>	
	<p>To say how other artists have used colour, pattern and shape.</p>	<p>To suggest improvements to work by keeping notes in sketch books.</p>		<p>To use sketch books to compare and discuss ideas with others.</p>	<p>To compare own methods to those of others and keep notes in sketch books.</p>

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	To create a piece of work in response to another artists work.			KPI: To research and discuss various artists and architects and designers and discuss their process and explain how these were used in the finished product.	To say what work is influenced by.
				To experiment with different styles which artists have used.	To include technical aspect in work, e.g. Architectural design.
				To learn about the work of others by looking at own work in books, the Internet, visits to galleries and other sources of information.	KPI: To explain and justify preferences towards different styles and artists.
					To make a record about styles and

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					qualities in work.
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