

Curriculum Map: Art & Design

Age-related National Curriculum Topic to Teach. <i>In order of NC increasing complexity/ demands of the pupils</i>	EYFS	Key Stage 1	Key Stage 2				Key Stage 3				Key Stage 4		KS 5
		Vole	Fox	Hare	Owl	Pine	Rowan	Olive	Sycamore	juniper	Hawthorn	Aspen	Post-16
To explore and play with a wide range of materials and media.	✓	✓											
To safely use and explore a variety of tools and techniques, experimenting with colour, design, texture, form and function.	✓	✓											
To use what they have learnt about media and materials in original ways, thinking about uses and purposes.	✓	✓											
To represent their own ideas, thoughts and feelings through design and technology/art.	✓	✓	✓										
To know 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.		✓	✓	✓									

To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.		✓	✓	✓									
To use a range of materials creatively to design and make products.		✓	✓	✓									
To use drawings, paintings and sculptures to develop and share their ideas, experiences and imagination.		✓	✓	✓									
To create sketch books to record observations and use them to review and revisit ideas.				✓	✓	✓							
To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials.				✓	✓	✓							
To know about great artists, architects and designers in history.				✓	✓	✓							
To use a range of techniques to record their observations in sketchbooks, journals and other media as a basis for exploring their ideas.						✓	✓	✓	✓	✓			
To use a range of techniques and media, including painting, photogra and textiles.						✓	✓	✓	✓	✓			
To increase proficiency in the handling of different materials.						✓	✓	✓	✓	✓			
To analyse and evaluate their own work, and that of others, in order to strengthen the visual impact or applications of their work.						✓	✓	✓	✓	✓			
To know about the history of art, craft, design and architecture, including periods, styles and						✓	✓	✓	✓	✓			

major movements from ancient times up to the present day													
To build on drawing skills and painting skills using analysis, observation and a variety of media.											✓	✓	✓
To build on and experiment with creative processes through engagement with materials, methods and technologies.											✓	✓	✓
To build on current knowledge about the history of art, craft, design and architecture, including periods, styles and major movements from ancient times up to the present day.											✓	✓	✓
To use design processes to develop ideas and produce innovative solutions.											✓	✓	✓
To create works of art using a variety of processes and media.											✓	✓	✓
To build on and develop sculpture skills to make objects using a variety of craft materials and techniques.											✓	✓	✓
To build on and develop digital skills by using digital technology to make and/or analyse art and design.											✓	✓	✓
To build on evaluation skills and critical thinking skills.											✓	✓	✓

Working in Art and Design requires pupils to consistently revisit similar skillsets in order to develop a personal and informed piece(s) of work. Pupils are encouraged to work in a range of media from 4 years to 17 years in order to develop personal interests and mastery where possible in their chosen media as a result of experimenting, determining outcomes and developing a sustained enquiry.