



**ART & Design**  
**Curriculum Coverage & Threshold Concept Overview**

**Art and Design Long Term Map**  
**National Curriculum & Threshold Concept Coverage**

<p><b>EYFS Development Matters Subject Content</b></p>	<p>Purpose of study Art, craft and design embody some of the highest forms of human creativity. A high-quality art and design education should engage, inspire and challenge pupils, equipping them with the knowledge and skills to experiment, invent and create their own works of art, craft and design. As pupils progress, they should be able to think critically and develop a more rigorous understanding of art and design. They should also know how art and design both reflect and shape our history, and contribute to the culture, creativity and wealth of our nation.</p> <p>Aims The national curriculum for art and design aims to ensure that all pupils:</p> <ul style="list-style-type: none"> <li>• produce creative work, exploring their ideas and recording their experiences</li> <li>• become proficient in drawing, painting, sculpture and other art, craft and design techniques</li> <li>• evaluate and analyse creative works using the language of art, craft and design</li> <li>• know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms.</li> </ul> <p>Attainment targets By the end of each key stage, pupils are expected to know, apply and understand the matters, skills and processes specified in the relevant programme of study.</p>	
<p><b>Early Learning Goal</b> This involves supporting children to explore and play with a wide range of media and materials. It involves providing children with opportunities and encouragement for sharing their thoughts, ideas and feelings through a variety of activities in art, music, movement, dance, role-play, and design and technology.</p> <p>ELG 16 Exploring and using media and materials: • Children sing songs, make music and dance, and experiment with ways of changing them</p> <p>• They safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.</p> <p>ELG 17 Being imaginative: • Children use what they have learnt about media and materials in original ways, thinking about uses and purposes</p> <p>• They represent their own ideas, thoughts and feelings through design and technology, art, music, dance, role-play and stories.</p>	<p><b>KS1 National Curriculum Subject Content</b></p> <p><b>Pupils should be taught:</b></p> <ul style="list-style-type: none"> <li>• to use a range of materials creatively to design and make products</li> <li>• to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination</li> <li>• to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space 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.</li> </ul>	<p><b>KS2 National Curriculum Subject Content</b></p> <p><b>Pupils should be taught to develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.</b></p> <p>Pupils should be taught:</p> <ul style="list-style-type: none"> <li>• to create sketch books to record their observations and use them to review and revisit ideas</li> <li>• to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]</li> <li>• about great artists, architects and designers in history.</li> </ul>

## Art and Design Threshold Concepts

These concepts are the 'big ideas' that shape pupil's thinking within the subject. The same threshold concepts are explored and revisited in each unit of work in every year group. This enables pupils to gradually increase their contextual knowledge and opens a door into a new way of thinking about something and therefore enhances the ability to master the subject.

### **Develop ideas Media**

This concept involves understanding how ideas develop through an artistic process

### **Master techniques Visual Element**

This concept involves developing a skill set so that ideas may be communicated.

### **Take inspiration from the greats**

This concept involves learning from both the artistic process and techniques of great artists and artisans throughout history.

### **Aspirations for the future**

Pupils develop an understanding of how subjects and specific skills are linked to future jobs. Here are some of the jobs you could aspire to do in the future as an Artist:

**Wardrobe master**

**Artist**

**Curator**

**Author and illustrator**

**Furniture designer**

**Fashion designer**

**Art Directors / Art Gallery Dealer**

**Interior Designer**

**Craft and Fine Art**

**Floral Designer**

**Graphic Designer / Advertising Designer**

**Set & Exhibit Designers**

Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	<b>Skill: Painting</b> <b>Expressionism</b>	<b>Skills: Collage</b> <b>Lines, Patterns and Shapes</b>	<b>Skills: Printing</b> <b>Animal or Human Cells</b>	<b>Skills: Sculpture</b> <b>Growth</b>	<b>Skills: Textile</b> <b>Weaving</b>	<b>Skills: Drawing</b> <b>London landmarks - Perspective</b>
	<b>NC:</b> to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space	<b>NC:</b> to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space <b>NC:</b> 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.	<b>NC:</b> to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space <b>NC:</b> to use a range of materials creatively to design and make products	<b>NC:</b> to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space <b>NC:</b> 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.	<b>NC:</b> to use a range of materials creatively to design and make products <b>NC:</b> share their ideas, experiences and imagination <b>NC:</b> to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space <b>NC:</b> about the work of a range of artists, craft makers and designers.	<b>NC:</b> to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination <b>NC:</b> to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.
Threshold Concept	Developing ideas in mixing colour	Developing ideas how to use different textures and techniques	Developing ideas how to create shapes, patterns and textures	Developing ideas about joining and constructing	Developing ideas such as weaving, colours and effects	Developing ideas about shading, thick, thin lines, patterns and shapes
	Master techniques of using a brush to mix colours	Master techniques of arranging and showing different techniques used such as tearing, overlapping	Master techniques of using a variety of materials and copy an original print	Master techniques of exploring particular material using appropriate techniques	Master techniques of gluing and decorating by adding colours, shapes and textures	Master techniques of using different materials to draw such as shading, lines, patterns and shapes
	Take inspiration from the greats- Artist – Paul Klee ‘The Fish’	Take inspiration from the greats- Artist – Henri Matisse and Pete Cromer	Take inspiration from the greats- Artist – Julie Dodd Pods – cell, blood streams	Take inspiration from the greats- Artist – Gustav Klimt ‘Tree of life’	Take inspiration from the greats- Timna Tarr, Erin Wilson Abstract shapes and patterns	Take inspiration from the greats- David Hockney, Hunderwasser, Patrick Heron
Year 2	<b>Skill: Drawing</b> <b>Observational Drawing</b>	<b>Skill: Collage</b> <b>Colours &amp; Shapes</b>	<b>Skill: Sculpture</b> <b>Animal</b>	<b>Skill: Painting</b> <b>Floral (Watercolours)</b>	<b>Skill: Textile</b> <b>Floral</b>	<b>Skill: Printing</b> <b>London landscape</b>
	<b>NC:</b> to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination <b>NC:</b> to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space	<b>NC:</b> to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space <b>NC:</b> 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.	<b>NC:</b> to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination <b>NC:</b> to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space	<b>NC:</b> to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination <b>NC:</b> to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space <b>NC:</b> about the work of a range of artists and making links to their own work.	<b>NC:</b> to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space <b>NC:</b> 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.	<b>NC:</b> to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination <b>NC:</b> to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space
Threshold Concept	Developing ideas about shading, thick, thin lines, patterns, shapes and textures	Developing ideas how to use different textures and techniques	Developing ideas about joining and constructing	Developing ideas about in mixing colour	Developing ideas such as weaving, colours and effects	Developing ideas how to create shapes, patterns and textures
	Master techniques of using different materials to draw such as shading, lines, patterns, shapes and using different materials	Master techniques of arranging and showing different techniques used such as tearing, overlapping, sort and arrange materials	Master techniques of exploring particular material using appropriate techniques, using shapes, lines and textures	Master techniques of using different brushes and other paint tools, add white and black to create tints and shades	Master techniques of gluing and decorating by adding colours, shapes and textures	Master techniques of using a variety of materials and copy an original print, use key vocabulary
	Take inspiration from the greats- Artist – Louise Bourgeois	Take inspiration from the greats- Artist – Eileen Agar, Matisse, Patrick Caulfield ‘The Bird’, ‘Still life with Jug and Bottle’	Take inspiration from the greats- Artist – Ricard Tuttle	Take inspiration from the greats- Artist Elizabeth Blackladders, Fiona Rae	Take inspiration from the greats- Artist – Anni Albers	Take inspiration from the greats- Artist – Timna Tarr, David Hockney, Federico Herrero

Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 3	Skill: Collage Cubism	Skill: Printing Fossils	Skill: Sculpture Relief (Local buildings in Newham)	Skill: Painting Lines, Colours & Composition	Skill: Textile Tints & Tones	Skill: Drawing Texture effects to create London landmarks
	NC: to create sketch books to record their observations and use them to review and revisit ideas. NC: to improve their mastery of art and design techniques. NC: about great artists, architects and designers in history.	NC: to create sketch books to record their observations and use them to review and revisit ideas.	NC: to create sketch books to record their observations and use them to review and revisit ideas. NC: to improve their mastery of art and design techniques. NC: and sculpture with a range of materials [for example, pencil, charcoal, paint, clay].	NC: to create sketch books to record their observations and use them to review and revisit ideas. NC: to improve their mastery of art and design techniques, including drawing. NC: about great artists, architects and designers in history.	NC: taught to develop their techniques, including their control and their use of materials, with creativity, experimentation.	NC: develop their techniques, including their control and their use of materials, with creativity, experimentation. NC: to create sketch books to record their observations and use them to review and revisit ideas.
Threshold Concept	Developing ideas of sorting and arranging materials to create effect	Developing ideas about one colour layer	Developing ideas about joining, construction and decorating	Developing ideas about accuracy of colour mixing, effects and continue to explore different brushes	Developing ideas of weaving and colours, introduce stitching	Developing ideas to continue from using varied drawing tools, develop creating effects
	Master techniques of refining their work with precision and techniques developed	Master techniques of replicating patterns from observation from using one colour layer	Master techniques of cut, make and combine shapes to create forms	Master techniques of creating different effects and textures with varied brushes, mixing colours effectively	Master techniques of developing stitching, cutting and joining	Master techniques of lines, tones and textures, use different materials to draw
	Take inspiration from the greats- Artist Pablo Picasso	Take inspiration from the greats- Artist Julie Dodd, Bridget Riley, Andy Warhol, Damien Hirst	Take inspiration from the greats- Artist – Eduardo Polozzi	Take inspiration from the greats- Artist Georgia O Keffee	Take inspiration from the greats- Artist Wayne Thiebaud, Anni Albers, Eduardo Polozzi	Take inspiration from the greats- Artist David Hockney, Philip Hughes
Year 4	Skill: Painting Repeated object	Skill: Collage Cut Outs	Skill: Drawing Movements	Skill: Sculpture Movements	Skill: Textiles Surrealist	Skill: Printing London Landmarks
	NC: to develop their techniques, including their control and their use of materials, with creativity NC: to create sketch books to record their observations	NC: to develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design	NC: to develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design NC: to create sketch books to record their observations and use them to review and revisit ideas	NC: to create sketch books to record their observations and use them to review and revisit ideas NC: to improve their mastery of art and design techniques	NC: to develop their techniques, including their control and their use of materials, with creativity NC: experimentation and an increasing awareness of different kinds of art, craft and design NC: to create sketch books to record their observations and use them to review and revisit ideas	NC: develop their techniques, including their control and their use of materials, with creativity, experimentation NC: to create sketch books to record their observations and use them to review and revisit ideas
Threshold Concept	Developing ideas about accuracy of colour mixing, effects and continue to explore different brushes	Developing ideas of sorting and arranging materials to create effect	Developing ideas to continue from using varied drawing tools, develop creating effects	Developing ideas about joining, construction and decorating	Developing ideas of weaving and colours, introduce stitching	Developing ideas about one colour layer
	Master techniques of creating different effects and textures with varied brushes, mixing colours effectively, use key vocabulary to demonstrate knowledge	Master techniques of refining their work with precision and techniques developed, learn and practise a variety of techniques	Master techniques of lines, tones and textures, use different materials to draw, shading of light/dark, use of different mediums, awareness of space	Master techniques of cut, make and combine shapes to create forms, use clay and other materials and practise joining techniques	Master techniques of developing stitching, cutting and joining, create different textural effects	Master techniques of replicating patterns from observation from using one colour layer, make repeated patterns with precision, develop create texture background
	Take inspiration from the greats- Artist – Wayne Thiebaud	Take inspiration from the greats- Hannah Hock, Kurt Switter, Picasso, Eduardo Polozzi	Take inspiration from the greats- Artist Geogia O' Keffee	Take inspiration from the greats- Artist – Alberto Giacometti	Take inspiration from the greats- Artist Eduardo Polozzi	Take inspiration from the greats- Artist – Norman Foster, Zaha Hadid

Year Group	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
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Year 5	Skill: Sculpture Cells	Skill: Drawing Ancient Greece (Greek Columns)	Skill: Painting Patchwork Landscape	Skill: Printing Symbols (Everyday object)	Skill: Collage/ Mixed Media South America and European	Skill: Textile Landscape of London scene - Birds eye view
	NC: to develop their techniques, including their control and their use of materials, with creativity, experimentation. NC: to create sketch books to record their observations and use them to review and revisit ideas.	NC: to develop their techniques, including their control and their use of materials, with creativity, experimentation. NC: to create sketch books to record their observations and use them to review and revisit ideas.	NC: to develop their techniques, including their control and their use of materials, with creativity, experimentation NC: to create sketch books to record their observations and use them to review and revisit ideas	NC: to develop their techniques, including their control and their use of materials, with creativity, experimentation NC: to create sketch books to record their observations and use them to review and revisit ideas	NC: to develop their techniques, including their control and their use of materials, with creativity, experimentation NC: to create sketch books to record their observations and use them to review and revisit ideas:	NC: to develop their techniques, including their control and their use of materials, with creativity, experimentation NC: to create sketch books to record their observations and use them to review and revisit ideas
	Developing ideas of experimenting with joining and constructing including planning and designing ideas	Developing ideas perspective, shading, light/dark, thick/thin	Developing ideas with use of brushes, expressive with colour and mood	Developing ideas developing choice of colours, accuracy with patterns	Developing ideas of overlapping, layering and experiment with range of materials	Developing ideas to experiment with a range of fabrics, include non-traditional fabrics
Threshold Concept	Master techniques of plan and design, use of tools and materials, create 2D/3D sculpture	Master techniques of adding effects e.g. reflection, shadows, perspective	Master techniques of colour palette, use of range of paint (watercolours, acrylic)	Master techniques of design, develop techniques of mono, block and relief printing, explore working on different textured surface	Master techniques of add collage to painted or print background, create and arrange patterns	Master techniques of range of media by overlapping and layering to create effects, textures and colours
	Take inspiration from the greats- Artist – Julie Dodd, Eduardo Polozzi	Take inspiration from the greats- Artist Greek Columns	Take inspiration from the greats- Artist David Hockey, Paul Nash, Diego Mendoza Imbachi	Take inspiration from the greats- Artist Andy Warhol	Take inspiration from the greats – Beatriz Mihazes	Take inspiration from the greats- Timna Tarr
	Year 6	Skill: Sculpture Cocoon/ Pods	Skill: Textile Human heart	Skill: Painting Cells	Skill: Collage Nature	Skill: Printing Intricate Patterns
Threshold Concept	NC: to develop their techniques, including their control and their use of materials, with creativity, experimentation. NC: to create sketch books to record their observations and use them to review and revisit ideas.	NC: to develop their techniques, including their control and their use of materials, with creativity, experimentation. NC: to create sketch books to record their observations and use them to review and revisit ideas.	NC: to develop their techniques, including their control and their use of materials, with creativity, experimentation. NC: to create sketch books to record their observations and use them to review and revisit ideas.	NC: to develop their techniques, including their control and their use of materials, with creativity, experimentation. NC: to create sketch books to record their observations and use them to review and revisit ideas.	NC: to develop their techniques, including their control and their use of materials, with creativity, experimentation. NC: to create sketch books to record their observations and use them to review and revisit ideas.	NC: to develop their techniques, including their control and their use of materials, with creativity, experimentation. NC: to create sketch books to record their observations and use them to review and revisit ideas.
	Developing ideas of experimenting with joining and constructing including planning and designing ideas	Developing ideas with experiment with a range of fabrics, include non-traditional fabrics	Developing ideas with use of brushes, expressive with colour and mood	Developing ideas of overlapping, layering and experiment with range of materials	Developing ideas developing choice of colours, accuracy with patterns	Developing ideas perspective, shading, light/dark, thick/thin and using range of materials
	Master techniques of plan and design, use of tools and materials, create 2D/3D sculpture, add shapes, textures, key vocabulary to demonstrate knowledge	Master techniques of range of media by overlapping and layering to create effects, textures and colours, use key vocabulary to demonstrate knowledge	Master techniques of colour palette, use of range of paint (watercolours, acrylic), use key vocabulary to demonstrate knowledge	Master techniques of add collage to painted or print background, create and arrange patterns, use of mixed media, plan and design a collage, use key vocabulary to demonstrate knowledge	Master techniques of design, develop techniques of mono, block and relief printing, create and arrange with accurate printing, use key vocabulary to demonstrate knowledge	Master techniques of adding effects e.g. reflection, shadows, perspective, use of variety of skills, key vocabulary to demonstrate knowledge
	Take inspiration from the greats- Artist Fiona Campell, Nancy Eisenfeld, Judith Scott, Magdalena Abakanowicz 'Embryology'	Take inspiration from the greats- Artist – Valentina Stefanescu	Take inspiration from the greats – Artist – Dan Beckemeyer	Take inspiration from the greats- Artist - Geogia O' Keeffe	Take inspiration from the greats- Artist – William Morris	Take inspiration from the greats- Artist – Norman Foster, David Hockney, Hunderwasser