Art Knowledge Map

|  |  | Nursery | Year R | Year 1 | Year 2 |
| :---: | :---: | :---: | :---: | :---: | :---: |
|  | $\begin{aligned} & \mathbb{D} \\ & \frac{0}{0} \\ & \frac{0}{3} \\ & \frac{C}{Y} \end{aligned}$ | - Explore mark making using a range of drawing materials. <br> - Investigate marks and patterns when drawing. Investigate how to make large and small movements with control when drawing. <br> - Practise looking carefully when drawing. | - Use a range of tools competently \& safely <br> - Investigate marks and patterns when drawing. <br> - Identify similarities and difference between drawing tools. <br> - Investigate how to make large and small movements with control when drawing. <br> - Practise looking carefully when drawing. <br> - Combine materials when drawing | - That a continuous line drawing is a drawing with one unbroken line. <br> - Properties of drawing materials e.g.; which ones smudge, which ones can be erased, which ones blend. How to: <br> - Hold and use drawing tools in different ways to create different lines and marks. <br> - Create marks by responding to different stimulus such as music. <br> - Overlap shapes to create new ones. <br> - Use mark making to replicate texture. <br> - Look carefully to make an observational drawing. <br> - Complete a continuous line drawing | - Use three different grades of pencil in their drawing (4B, 8B, HB) -drawings of castles, ferns and feathers <br> - Use charcoal, pencil and pastels <br> - Create different tones using light and dark <br> - Show patterns and texture in their drawings- shields, experiment bark rubbings with different textures <br> - Use a viewfinder to focus on a specific part of an artefact (pewter jug)before drawing it |


|  | Pencil, finger, coloured pencils, pastels, chalk, thick, thin, wavy, straight | Pastels, paint, felt tips, crayons, chalk | Line - straight, curved, spiral,continuous,crosshatch,diagonal,dots,horizontal,wavy,vertical,texture movement, slow, fast Scale, large, small drawing, sketch Materials, Graphite, pencil, chalk pastel, oil pastel, blending, Body, hand, wrist, elbow, shoulder, Artist, inspiration, Observation, reflect, discuss, share,3D shape,2 D shape, mark-making, charcoal, circle | Line - horizontal, vertical, diagonal, curved. Tone, Explore, collect, present, arrange, composition Observational drawing, pressure, Sense of touch Wax resist, graphite, watercolour tone, Intention, reflect, present, discuss, feedback similarity, difference |
| :---: | :---: | :---: | :---: | :---: |




| ¢ <br> 0 <br> 0 <br> 0 <br> 0 <br> 0 <br> 0 | $\begin{aligned} & \text { 离 } \\ & \frac{0}{3} \\ & \frac{0}{3} \\ & \underline{y} \end{aligned}$ | - Explore different materials freely, in order to develop ideas about how to use them \& what to make <br> - Join different materials \& explore different textures <br> - Handling, feeling, enjoying and manipulating materials <br> - Use variety of construction materials | - Experiment to create different textures <br> - Use tools to create different textures <br> - Use a range of materials to create different textures <br> - Manipulate materials to have a planned effect | Group fabrics and threads by colour and texture <br> - Group fabrics and threads by colour and texture, <br> - Gather and sort the materials they will need | - Join fabric using glue - Mother's Day Cards <br> - Sew fabrics together Christmas Decorations <br> - Create part of a class patchwork <br> - Create individual and group collages Mother's Day \& Father's Day <br> - Use different kinds of materials on their collage and explain why they have chosen them <br> - Use repeated patterns in their printing <br> Key artist - <br> Hundertwasser |
| :---: | :---: | :---: | :---: | :---: | :---: |


|  |  | Feel, handle, feel, size, look, smell | Rubbing, print, press, lift Pattern, repeating pattern, texture, feel, rough, smooth, bumpy, soft, hard, fabric Join, glue, glue stick | Artist, illustrator, observation, sculpture, sculptor collage, transform, fold, tear, crumple, cut, arrange, composition Installation, collaboration, present, reflect, share, discuss | Artist, printmaker, architect, designer, Print, press, pressure, plate, impression, relief print paint, primary colours, secondary colours, green, orange, purple Shape, line, arrangement Form, structure, balance, pattern, sequence, image, model, scale, 3D, construct, experience, response |
| :---: | :---: | :---: | :---: | :---: | :---: |
|  |  | - Begin to use simple one handed modelling tools to cut and shape soft materials eg. playdough, clay. <br> Explore use of playdough and other simple malleable materials. | Explore the properties of clay. <br> - Use modelling tools to cut and shape soft materials eg. playdough, clay. <br> - Select and arrange natural materials to make 3D artworks. <br> - Talk about colour, shape and texture and explain their choices. <br> - Plan ideas for what they would like to make. <br> - Problem-solve and try out solutions when using modelling materials. <br> - Develop 3D models by adding colour. | - Know how to roll and fold paper. <br> - Cut shapes from paper and card. <br> - Cut and glue paper to make 3D structures. <br> - Decide the best way to glue something. <br> - Create a variety of shapes in paper, eg spiral, zig-zag. <br> - Make larger structures using newspaper rolls | - Smooth and flatten clay. <br> - Roll clay into a cylinder or ball. <br> - Make different surface marks in clay. <br> - Make a clay pinch pot/Diva pot <br> - Mix clay slip using clay and water. <br> - Join two clay pieces using slip. <br> - Use hands in different ways as a tool to manipulate clay. <br> - Use clay tools to score clay |


|  |  | Handle, feel, manipulate, pull, size, look, smell | Tape, glue, staple, tool, handle, construct | Pinch, roll, coil, slab, model, sculptures | Sculptor, material, media, sculptures |
| :---: | :---: | :---: | :---: | :---: | :---: |
| $$ |  |  | - Use a simple painting program to create a picture <br> - Use tools like fill and brushes in a painting package <br> - Go back and change their picture | - Create a picture independently <br> - Use simple IT mark-making tools, e.g. brush and pen tools <br> - Edit their own work <br> - Take different photographs of themselves displaying different moods <br> - Change their photographic images on a computer | - Use the printed images they take with a digital camera and combine them with other media to produce art work Walhol <br> - Use IT programs to create a piece of work that includes their own work and that of others (using web) <br> - Use the web to research an artist or style of art |


|  |  | - Discuss likes \& dislikes about artwork <br> - Enjoy looking at and talking about art. <br> - Enjoy looking at and talking about art. | Recognise that artists create varying types of art and use lots of different types of materials. Recognise that artists can be inspired by many things. <br> Possible artist to look at:- Self portraits by Hanoch Piven | - Understand how artists choose materials based on their properties in order to achieve certain effects. <br> - An Artist is someone who creates. <br> - Art is made in different ways. <br> - Art is made by all different kinds of people. <br> Possible Artists to look at:- <br> - Self-portraits by Van Gogh <br> - Clarice Cliff and Jasper Johns.(Paint unit) | - Create work from a brief, understanding that artists are sometimes commissioned to create art. <br> - Create and critique both figurative and abstract art, recognising some of the techniques used. <br> - Apply their own understanding of art materials learnt from artist work to begin purposefully choosing materials for a specific effect <br> - Talk about art they have seen using some appropriate subject vocabulary. <br> Examples of artists/makers/designers <br> - Georgia O’Keeffe, Diego Velazquez, James Mayhew, Van Gogh, Klimt, Gaudi, Hundertwasser, Andrew Goldsworthy |
| :---: | :---: | :---: | :---: | :---: | :---: |

