

Year 6

- Know how to develop a range of ideas which show curiosity, imagination and originality.
- Know how to create visuals and text which communicate a strong personal message.
- Know that sketchbooks are used to plan, investigate, research and test ideas and can be used across all subjects helping one 'think outside the box'.
- Know how to record progress in sketchbooks, throughout a project and then reflect on each part of the process
- Know how to respond to a suggested stimulus (poetry, prose, music or short film) and design and build a model set which conveys our interpretation of the mood/narrative of the original stimulus.
- Know how to create drama through drawing and sculpture and that we can create our own "sets" for theatre design, or backgrounds for an animation.

Year 5

- Know that as artists we are able to experiment with materials, combining them to see what happens. We can feel free and safe to take creative risks, without fear of getting things "wrong".
- Know that we can share our artistic discoveries with, and be inspired by each other.
- Know that we can use sketchbooks to focus this exploration and we do not always need to create an "end result" – sometimes the exploratory journey is more than enough.
- Know that we can make art by expressing our own personal response to literature or film.
- Know how to engage in open ended research and exploration to initiate and explore personal ideas.
- Know that, outside the sketchbooks, we can bring our "sketchbook way of thinking" to larger sheets of paper
- Know how to use sketchbook to improve drawing skills through practise of key drawing exercises

Year 4

- Know that sketchbooks should be places to explore, ask questions and demonstrate inquisitive exploration
- Know how to use sketchbooks for reference, collecting and testing ideas, and reflecting.
- Know that it's valid to revisit and develop our drawing (and looking) skills using observational drawing of physical objects,
- Know how to present and share artwork, and explain how sketchbook work helped build knowledge and skills towards a final piece.
- Know that we can respond to a creative stimulus through lots of different media (paper, pen, paint, modelling materials and fabric) to work towards drawing, painting, collage, and sculpture.
- Know that we can create our own typography and combine it with other visual elements to make artwork about chosen themes.
- Know that we can use mark making, cutting and collage skills to create our own visual map, using symbols, drawn elements and typography to express themes which are important to us
- I can explore and experiment using "Design through Making", and I can discover how I can transform and construct with different materials to make my sculpture

Year 3

- Know how to test out colour palettes, using watercolours and acrylics in sketchbooks and label as appropriate
- Know that as artists we can be inspired by historic images of art.
- Know that through making work in another medium we can make the work our own, re-interpreting and re-inventing.
- Know that we can use the world around us as "ingredients" with which to make art.
- Know how to make visual notes in sketchbooks about how artists have made images
- Know how to record favourite artists and pictures in our sketchbooks to create a visual library
- Know that we can explore character, narrative and context and create objects (sculptures) which convey these qualities through their form, texture, material, construction and colour.
- Know that when we draw we can use gestural marks to make work.

Year 2

- Know that we can explore and use art materials, be inventive with how we use them, taking creative risks and enjoying accidents as well as planned successes.
- Know that we can use drawing as a way to help us process and understand other people's work.
- Know that we can use digital tools such as drones and film to inspire us.
- Know that we can use our imaginations to make architectural models to explore how we might design buildings relating to a particular need or stimulus.
- Know that we can use "Design Through Making" as a way to connect our imagination, hands and materials.
- Know that we can use both aural and visual senses to make art
- Know that we can draw from our imagination, using lots of different kinds of abstract marks to express our feelings, whether they are quiet and focussed, or loud

Year 1

- Know that manipulating materials in an open-ended manner might give rise to ideas.
- Know that ideas can be generated through hands on exploration without being constricted towards a pre-defined outcome.
- Know that we can control the lines we make by being aware of how we hold a drawing tool, how much pressure we apply, and how fast or slow we move.
- Know that drawing is a physical and emotional activity.
- Know that when we draw, we can move our whole body.
- Know that we can generate ideas through playful exploration
- Know that we can use the elements of surprise and accident to help us create art.

F2

- Know that ideas can be expressed through art and design.
- Know that they have the power to create and make.
- Know that they have the freedom to try out lots of ideas and that there's no right or wrong way to create art.
- Know that they themselves are capable of being an artist.
- Know they have the ability to explore and develop different artistic elements and processes.

Exploration

Discovering and sharing ideas and techniques through doing.

