



Art and Design Curriculum and Knowledge Map - Drawing



Pupils should be taught:

- 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
- to increase their 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
- about the history of art, craft, design and architecture, including periods, styles and major movements from ancient times up to the present day.

KS3



Artists in focus

- Dan Fenelon
- Diego Rivera
- Leonardo Da Vinci

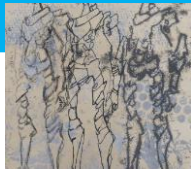
I need Space

I can explore the purpose and effect of imagery. (Basic)

Artists in focus

- Teis Albers
- Karen Rose

I can explore art created using different processes and consider artist decisions; using sketchbooks to explore drawing through line, tone, shape and texture; experimenting with materials and tools. (Adv)



- I can draw inspiration from Teis Albers's piece 'Moonwalk'; considering how drawing can be developed through printmaking and create a collagraph printing plate. (Basic)
- I can apply an understanding of drawing processes to revisit and improve ideas (Adv/Deep)

Year 6

Making my voice heard

- I can explore expressive drawing techniques. (Basic)
- I can consider how symbolism in art can convey meaning (Basic)
- I can apply understanding of the drawing technique chiaroscuro (Adv)
- I can evaluate the context and intention of street art (Adv)
- I can apply an understanding of impact and effect to create a powerful image (Adv/Deep)

Year 5



Artists in focus

- Fernando Botero
- Alberto Giacometti
- Henri Matisse
- Ed Ruscha
- Georges Seurat

Growing Artists

I understand how to use simple shapes to draw objects and developing observation skills to draw natural and manmade objects (Basic)

Artists in focus

- Max Ernst
- Carl Linnaeus
- Georgia O'Keeffe
- Maud Purdy

I know how to use shading to demonstrate a sense of light and dark in work and can shade with a reasonable degree of accuracy and skill. (Adv)



I can make texture rubbings to create nature inspired artwork in the style of Max Ernst and botanical artist Maud Purdy. (Basic)

I know how to blend tones smoothly and follow the four shading rules and can understand how to apply tone, with some guidance about where to use it. (Adv)

I can explore scale and composition to create abstract drawings inspired by Georgia O'Keeffe; including draw a framed selection of an image onto a large scale with some guidance. (Adv)

Year 4

Power Prints

- I know how to draw using tone to create a 3D effect.
- I understand how to explore proportion and tone when drawing.
- I can plan a composition for a mixed media drawing.
- I know how to use shading techniques to create pattern and contrast.

Year 3



Artists in focus

- Quentin Blake

Year 2

Artists in focus

- Renata Bernal
- Ilya Bolotowsky
- Zaria Forman
- Wassily Kandinsky
- Bridget Riley



Tell a story

- I have developed a range of mark making techniques to create texture charcoal (Adv)
- I can create and explore experimental mark-making to replicate textures from touch (Adv)
- I can add texture by applying my mark making skills to my drawing from observation. (Adv)
- I can apply skills with line and mark making to add expression and detail. (Deep)

Year 1

Make your mark

- I know how to create different types of lines (Basic)
- I can draw with different media (Basic)
- I can apply an understanding of drawing materials and mark-making to draw from observation (Adv)

EYFS

Develops small motor skills so that they can use a range of tools competently, safely and confidently.

•ELG: Fine Motor Skills: Use a range of small tools, including scissors, paint brushes and cutlery.

•ELG: Fine Motor Skills: Begin to show accuracy and care when drawing. Explore, use and refine a variety of artistic effects to express ideas and feelings.

•ELG: Creating with materials: Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.