	Substantive Knowledge End Points **Includes:** Declarative knowledge ***To know (that)…*** Procedural knowledge ***To know how to…***	**Substantive Knowledge Strands** Drawing Painting and Mixed Media Sculpture and 3D Craft and Design	**Disciplinary Knowledge** **(What an expert does)** Imitation Experimentation Evaluation Interpretation Expressing Opinions Observational
ART AND DESIGN Subject Profile *Last updated 06.10.25*			
Reception			
Reception covers the following within continuous provision whilst following the Early Years Foundation Stage - Early Learning Goals.	*To know how to…* • safely use and explore a variety of tools and techniques (to join materials; to apply paint; to print; to create rubbings; to construct using malleable materials; to sculpt.) • make meaningful marks to represent their artistic ideas and feelings • draw shapes to represent features of objects and living things • mix colours with a range of media • join materials in different ways	Drawing Painting and Mixed Media Sculpture and 3D Craft and Design	Imitation Experimentation Observational Evaluation

YEAR 1			
Exploring line and shape	*To know that…* • drawing tools can be used to make lines in a variety of ways. • holding tools in different ways will create different lines and marks. • an artist is someone who creates. • a sketchbook can be used to explore ideas.	Drawing	Experimentation Imitation Observational
Colour Splash	*To know that…* • the primary colours are red, yellow and blue and how they can be mixed to make secondary colours. • a pattern is a design in which shapes, colours or lines are repeated. *To know how to…* • select suitable sized paint brushes.	Painting	Experimenting Evaluating Expressing Opinions
Paper play	*To know that…* • paper can change from 2D to 3D by rolling, scrunching and folding. • 3D art is called sculpture. • art is made in different ways by different people.	Sculpture and 3D	Expressing opinions Experimentation Interpretation Observational

YEAR 2			
Understanding tone and texture	*To know that...* • composition means how things are arranged. • Texture means what something feels like. *To know how to…* • talk about art using some appropriate artistic vocabulary. • experiment in sketchbooks, using drawing to record ideas.	Drawing	Experimenting Evaluating Observational
Life in Colour	*To know that…* • secondary colours are purple, orange and green. • different tools can recreate different textures. • collage materials can be overlapped and overlaid to add texture.	Painting and Mixed Media	Experimenting Interpretation Expressing opinions
Clay Houses	*To know how to…* • use clay to make a pinch pot. • mix clay slip using clay and water to join two or more pieces together. • use different clay tools to make marks and textures in the clay.	Sculpture & 3D	Exploration Evaluation Interpretation

YEAR 3			
Developing drawing skills	*To know that…* • the use of shading creates tones of light and dark. • hatching, cross-hatching, scribbling, ands tippling are techniques of shading. *To know how to…* • use tonal shading to start to represent shape.	Drawing	Exploration
Ancient Egyptian Scrolls	*To know that…* • art from the past can give us clues about what it was like to live at that time. • artists can make their own tools. • laying material in opposite directions makes the paper stronger.	Craft & Design	Interpretation Evaluation
Abstract Shape and Space	*To know that…* • art can be purely decorative, or it can have a purpose. • light and dark colours next to each other creates contrast. • artists can focus on shapes when making abstract art, including sculpture. *To know how to…* • plan a sculpture by drawing (from 2D to 3D).	Sculpture & 3D	Evaluating Expressing opinions

YEAR 4			
Tone, texture and proportion	*To know that….* • contrast can be created in areas of drawings with more and less marks. *To know how to…* • create pencil tones when shading to create a simple 3D effect • show some proportion linked to relative size • use texture more purposely to achieve a specific effect	Drawing	Exploration Observational
Light and Dark	*To know that…* • adding black paint to a colour creates a shade. • adding white paint to a colour creates a tint. • using tints and shades can create a 3D effect. • artists make choices by what, how and where they create art. *To know how to…* • apply paint using different techniques, eg. dabbing and washing.	Painting & Mixed Media	Interpretation Observational Exploration
Fabric of Nature	*To know that…* • a starting point for a repeated pattern is called a motif. • batik is a traditional fabric decorating technique that uses hot wax. • being an artist is a job for some people. *To know how to…* • use materials, like glue, in different ways depending on the desired effect	Craft & Design	Exploration

YEAR 5			
Interactive Installation	*To know that…* • an art installation is often a room or environment which the viewer 'experiences' the art around them. • people make art to encourage others to question their ideas or beliefs. • that art can be interactive; the viewer becomes part of it, experiencing the artwork with more than one of the senses. • people make art to express an emotion.	Sculpture & 3D	Immersive Evaluation
Depth, emotion and movement	*To know that…* • artists can choose their medium to create a particular effect on the viewer *To know how to…* • draw the same image in different ways with different materials and techniques. • work with a range of media with control in different ways to achieve different effects.	Drawing	Imitation Experimentation
Portraits	*To know that…* • artists use self-portraits to represent important things about themselves. • artists can use warm and cool colours to create atmosphere or represent feelings. • you can use a photograph as a starting point for mixed media artwork. • artists can use digital imagery with paint or print.	Painting & Mixed Media	Interpretation

YEAR 6			
Expressing ideas	*To know that…* • artist can use symbols in their art to convey meaning • art can be a form of protest. • art sometimes creates difficult feelings when we look at it.	Drawing	Expressing Opinions Interpretation
Artist study	*To know that…* • artists can use materials to respond to a feeling or idea in an abstract way. *To know how to…* • identify different features within a painting and use the formal elements to describe it. • select appropriate tools and materials to create an intended effect.	Painting & mixed media	Experimentation Evaluation Interpretation Observational
Making Memories	*To know that…* • artists can use art to tell stories about things that are important to them. • art doesn't have to be a literal representation of something; it can sometimes be imagined and abstract. *To know how to…* • make visual notes to generate ideas for a final piece.	Sculpture & 3D	Experimentation Observational

Key Stage 1 National Curriculum Expectations	
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.	• To use a range of materials creatively to design and make products. • To use drawing, painting, and sculpture to develop and share their ideas, experiences, and imagination. • 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.
Key Stage 2 National Curriculum Expectations	
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.	• To create sketch books to record their 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 [for example, pencil, charcoal, paint, clay]. • About great artists, architects, and designers in history.