

Milestone 2 Year 3 Overview		
Autumn 1	Spring 1	Summer 1
Royalty	Myths and Legends	Abstract Art
<p>Paint</p> <ul style="list-style-type: none"> • Demonstrate increasing control when using a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines. • Mix colours effectively. • Use watercolour paint to produce washes for backgrounds • Explore with creating mood with colour. 	<p>Drawing</p> <ul style="list-style-type: none"> • Experiment with different grades of pencil and other implements to achieve variations in tone. • Annotate sketches to explain ideas. • Sketch lightly (no need to use a rubber to correct mistakes). • Use shading to show light and shadow. • Use hatching and cross hatching to show tone and texture. • Have opportunities to develop drawings featuring the third dimension and proportion. 	<p>Print</p> <ul style="list-style-type: none"> • Use layers of two colours. • Experiment with patterns observed in natural or built environments. • Make printing blocks (e.g. from coiled string glued to a block). • Experiment with repeating patterns
Autumn 2	Spring 2	Summer 2
All Work No Play	Animals	Art Imitating Life
<p>Textiles</p> <ul style="list-style-type: none"> • Stitch materials • Use basic cross stitch and back stitch. • Colour fabric with one colour using tie dye • Create simple weavings. • Pad fabric. 	<p>Collage</p> <ul style="list-style-type: none"> • Select and arrange materials for a striking effect. • Ensure work is precise. • Experiment using overlapping, mosaic and montage. <p>Digital media</p> <ul style="list-style-type: none"> • Create images, video and sound recordings and explain why they were created. 	<p>Sculpture</p> <ul style="list-style-type: none"> • Combine shapes to create recognisable forms (e.g. shapes made from nets or solid materials). • Include texture that conveys feelings, expression or movement. • Use clay and other mouldable materials. • Adapt work as and when necessary and explain why they have done so
Develop Ideas	<ul style="list-style-type: none"> • Develop ideas from starting points throughout the curriculum. • Collect information, sketches and resources. • Adapt ideas as they progress. • Explore ideas in a variety of ways. • Begin to comment on artworks using visual language. 	
Take inspiration from the greats	<ul style="list-style-type: none"> • Explore some of the techniques used by notable artists, artisans and designers. • Create original pieces that are influenced by studies of others. 	

Milestone 2 Year 4 Overview		
Autumn 1	Spring 1	Summer 1
Royalty	Myths and Legends	Abstract Art
<p>Paint</p> <ul style="list-style-type: none"> • Demonstrate confident control when using a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines. • Mix colour, shades and tones with increasing confidence. • Show understanding of complimentary colours • Use watercolour paint to produce washes for backgrounds then add detail. • Experiment with creating mood with colour. 	<p>Drawing</p> <ul style="list-style-type: none"> • Use different hardnesses of pencils to show line, tone and texture. • Annotate sketches to explain ideas. • Sketch lightly (no need to use a rubber to correct mistakes). • Use shading to show light and shadow. • Use hatching and cross hatching to show tone and texture. • Become more confident when drawing, featuring the third dimension and proportion. 	<p>Print</p> <ul style="list-style-type: none"> • Use layers of two or more colours. • Replicate patterns observed in natural or built environments. • Make printing blocks (e.g. from coiled string glued to a block). • Make precise repeating patterns.
Autumn 2	Spring2	Summer 2
All Work No Play	Animals	Art Imitating Life
<p>Textiles</p> <ul style="list-style-type: none"> • Shape and stitch materials • Confidently use basic cross stitch and back stitch. • Experiment using running stitch • Colour fabric, confidently, using tie dye to create a pattern. • Create patterned weavings. • Quilt, and gather fabric. 	<p>Collage</p> <ul style="list-style-type: none"> • Select and arrange materials for a striking effect. • Ensure work is precise. • Becoming more confident when using coiling, tessellation, mosaic and montage. • Use IT to explore collage <p>Digital media</p> <ul style="list-style-type: none"> • Create images, video and sound recordings and explain why they were created. 	<p>Sculpture</p> <ul style="list-style-type: none"> • Create and combine shapes to create recognisable forms (e.g. shapes made from nets or solid materials). • Include texture that conveys feelings, expression or movement. • Use clay and other mouldable materials. • Add materials to provide interesting detail. • Adapt work as and when necessary and explain why they have done so.
Develop Ideas	<ul style="list-style-type: none"> • Develop ideas from starting points throughout the curriculum. • Collect information, sketches and resources. • Adapt and refine ideas as they progress. • Explore ideas in a variety of ways. • Confidently comment on artworks using visual language. 	
Take inspiration from the greats	<ul style="list-style-type: none"> • Replicate some of the techniques used by notable artists, artisans and designers. • Create original pieces that are influenced by studies of others. • Identify artists who have worked in a similar way to their own work. 	