

Branton Community Primary School and Breamish Valley Community Nursery Cycle A Coverage





Branton Community Primary School and Breamish Community Valley Nursery

Cycle A – Art Coverage



Cycle A						
		EYFS/KS1 Topics		Portraits (Twinkl KS1) Drawing Artists – Quentin Blake and Frida Kahlo	Castles Sculpture/3D models of castles Artists - Andy Goldworthy	Life in Colour (Kapow – Y2) (Painting and mixed Media)
		KS2 Topics		Prehistoric Painting (Kapow Y3) (Painting and Mixed Media) Artists – Pittaway/Chargall	Castles (Sculpture/3D) Artist -Anthony Gormley	Growing Artists (Kapow – Y3) (Drawing – link to plants and animals) Artists - Henri Rousseau
Generating Ideas	0 to 3	Physical Development	Develop manipulation and control. Explore different materials and tools. Use large and small motor skills to do things.	✓	✓	✓
		Expressive Arts and Design	Start to make marks intentionally. Explore paint, using fingers and other parts of their bodies as well as brushes and other tools. Express ideas and feelings through making marks, and sometimes give a meaning to the marks they make. Explore different materials, using all their senses to investigate them. Manipulate and play with different materials. Use their imagination as they consider what they can do with different materials. Make simple models which express their ideas.	✓	✓	✓
	3 to 4	Physical Development	Use large-muscle movements to wave flags and streamers, paint and make marks. Choose the right resources to carry out their own plan. Use one-handed tools and equipment, for example, making snips in paper with scissors. Use a comfortable grip with good control when holding pens and pencils.	✓	✓	✓
		Expressive Arts and Design	Explore different materials freely, in order to develop their ideas about how to use them and what to make. Develop their own ideas and then decide which materials to use to express them.	✓	✓	✓

			<p>Join different materials and explore different textures.</p> <p>Create closed shapes with continuous lines, and begin to use these shapes to represent objects.</p> <p>Draw with increasing complexity and detail, such as representing a face with a circle and including details.</p> <p>Use drawing to represent ideas like movement or loud noises.</p> <p>Show different emotions in their drawings and paintings, like happiness, sadness, fear, etc.</p> <p>Explore colour and colour mixing.</p>			
Rec	Physical Development		<p>Develop their small motor skills so that they can use a range of tools competently, safely and confidently.</p> <p>Use their core muscle strength to achieve a good posture when sitting at a table or sitting on the floor.</p> <p>Develop overall body-strength, balance, coordination and agility.</p>	✓	✓	✓
	Expressive Arts and Design		<p>Explore, use and refine a variety of artistic effects to express their ideas and feelings.</p> <p>Return to and build on their previous learning, refining ideas and developing their ability to represent them.</p> <p>Create collaboratively, sharing ideas, resources and skills.</p>	✓	✓	✓
ELG	Physical Development	Fine Motor Skills	<p>Hold a pencil effectively in preparation for fluent writing - using the tripod grip in almost all cases.</p> <p>Use a range of small tools, including scissors, paintbrushes and cutlery.</p> <p>Begin to show accuracy and care when drawing.</p>	✓	✓	✓
	Expressive Arts and Design	Creating with Materials	<p>Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.</p> <p>Share their creations, explaining the process they have used.</p>	✓		
KS1	To produce creative work, exploring their ideas and recording experiences.			✓	✓	✓
LKS2	Pupils should be taught to develop their techniques with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.			✓	✓	✓
	To create sketchbooks to record their observations and use them to review and revisit ideas.			✓		✓
UKS2	Pupils should be taught to develop their techniques with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.			✓	✓	✓
	To create sketchbooks to record their observations and use them to review and revisit ideas.			✓		✓

Cycle A						
EYFS/KS1 Topics			Portraits (Twinkl KS1) Drawing Artists – Quentin Blake and Frida Kahlo	Castles Sculpture/3D models of castles Artists - Andy Goldworthy	Life in Colour (Kapow – Y2) (Painting and mixed Media)	
KS2 Topics			Prehistoric Painting (Kapow Y3) (Painting and Mixed Media) Artists – Pittaway/Chargall	Castles (Sculpture/3D) Artist -Anthony Gormley	Growing Artists (Kapow – Y3) (Drawing – link to plants and animals) Artists - Henri Rousseau	
Drawing	0 to 3	Physical Development	Develop manipulation and control. Explore different materials and tools. Use large and small motor skills to do things.	✓	✓	✓
		Expressive Arts and Design	Start to make marks intentionally. Explore paint, using fingers and other parts of their bodies as well as brushes and other tools. Express ideas and feelings through making marks, and sometimes give a meaning to the marks they make. Explore different materials, using all their senses to investigate them. Manipulate and play with different materials. Use their imagination as they consider what they can do with different materials. Make simple models which express their ideas.	✓	✓	✓
	3 to 4	Physical Development	Use large-muscle movements to wave flags and streamers, paint and make marks. Choose the right resources to carry out their own plan. Use one-handed tools and equipment, for example, making snips in paper with scissors. Use a comfortable grip with good control when holding pens and pencils.	✓	✓	✓
		Expressive Arts and Design	Explore different materials freely, in order to develop their ideas about how to use them and what to make. Develop their own ideas and then decide which materials to use to express them. Join different materials and explore different textures.	✓	✓	✓

			<p>Create closed shapes with continuous lines, and begin to use these shapes to represent objects.</p> <p>Draw with increasing complexity and detail, such as representing a face with a circle and including details.</p> <p>Use drawing to represent ideas like movement or loud noises.</p> <p>Show different emotions in their drawings and paintings, like happiness, sadness, fear, etc.</p> <p>Explore colour and colour mixing.</p>			
Rec	Physical Development		<p>Develop their small motor skills so that they can use a range of tools competently, safely and confidently.</p> <p>Use their core muscle strength to achieve a good posture when sitting at a table or sitting on the floor.</p> <p>Develop overall body-strength, balance, coordination and agility.</p>	✓	✓	✓
	Expressive Arts and Design		<p>Explore, use and refine a variety of artistic effects to express their ideas and feelings.</p> <p>Return to and build on their previous learning, refining ideas and developing their ability to represent them.</p> <p>Create collaboratively, sharing ideas, resources and skills.</p>	✓	✓	✓
ELG	Physical Development	Fine Motor Skills	<p>Hold a pencil effectively in preparation for fluent writing - using the tripod grip in almost all cases.</p> <p>Use a range of small tools, including scissors, paintbrushes and cutlery.</p> <p>Begin to show accuracy and care when drawing.</p>	✓	✓	✓
	Expressive Arts and Design	Creating with Materials	<p>Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.</p> <p>Share their creations, explaining the process they have used.</p>	✓	✓	✓
KS1	To become proficient in drawing techniques.			✓		✓
	To use drawing to develop and share their ideas, experiences and imagination.			✓	✓	✓
LKS2	To become proficient in drawing techniques.			✓		✓
	To improve their mastery of art and design techniques, including drawing, with a range of materials.			✓	✓	✓
UKS2	To become proficient in drawing techniques.			✓		✓
	To improve their mastery of art and design techniques, including drawing, with a range of materials.			✓	✓	✓

Cycle A

		EYFS/KS1 Topics	Portraits (Twinkl KS1) Drawing Artists – Quentin Blake and Frida Kahlo	Castles Sculpture/3D models of castles Artists - Andy Goldworthy	Life in Colour (Kapow – Y2) (Painting and mixed Media)	
		KS2 Topics	Prehistoric Painting (Kapow Y3) (Painting and Mixed Media) Artists – Pittaway/Chargall	Castles (Sculpture/3D) Artist -Anthony Gormley	Growing Artists (Kapow – Y3) (Drawing – link to plants and animals) Artists - Henri Rousseau	
Painting	0 to 3	Physical Development	Develop manipulation and control. Explore different materials and tools. Use large and small motor skills to do things.	✓	✓	✓
		Expressive Arts and Design	Start to make marks intentionally. Explore paint, using fingers and other parts of their bodies as well as brushes and other tools. Express ideas and feelings through making marks, and sometimes give a meaning to the marks they make. Explore different materials, using all their senses to investigate them. Manipulate and play with different materials. Use their imagination as they consider what they can do with different materials. Make simple models which express their ideas.	✓	✓	✓
	3 to 4	Physical Development	Use large-muscle movements to wave flags and streamers, paint and make marks. Choose the right resources to carry out their own plan. Use one-handed tools and equipment, for example, making snips in paper with scissors. Use a comfortable grip with good control when holding pens and pencils.	✓	✓	✓
		Expressive Arts and Design	Explore different materials freely, in order to develop their ideas about how to use them and what to make. Develop their own ideas and then decide which materials to use to express them. Join different materials and explore different textures. Create closed shapes with continuous lines, and begin to use these shapes to represent objects.	✓	✓	✓



			<p>Draw with increasing complexity and detail, such as representing a face with a circle and including details.</p> <p>Use drawing to represent ideas like movement or loud noises.</p> <p>Show different emotions in their drawings and paintings, like happiness, sadness, fear, etc.</p> <p>Explore colour and colour mixing.</p>			
Rec	Physical Development		<p>Develop their small motor skills so that they can use a range of tools competently, safely and confidently.</p> <p>Use their core muscle strength to achieve a good posture when sitting at a table or sitting on the floor.</p> <p>Develop overall body-strength, balance, coordination and agility.</p>	✓	✓	✓
	Expressive Arts and Design		<p>Explore, use and refine a variety of artistic effects to express their ideas and feelings.</p> <p>Return to and build on their previous learning, refining ideas and developing their ability to represent them.</p> <p>Create collaboratively, sharing ideas, resources and skills.</p>	✓	✓	✓
ELG	Physical Development	Fine Motor Skills	<p>Hold a pencil effectively in preparation for fluent writing - using the tripod grip in almost all cases.</p> <p>Use a range of small tools, including scissors, paintbrushes and cutlery.</p> <p>Begin to show accuracy and care when drawing.</p>	✓	✓	✓
	Expressive Arts and Design	Creating with Materials	<p>Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.</p> <p>Share their creations, explaining the process they have used.</p>	✓	✓	✓
KS1	To become proficient in painting techniques.			✓		✓
	To use painting to develop and share their ideas, experiences and imagination.			✓		✓
LKS2	To become proficient in painting techniques.			✓	✓	✓
	To improve their mastery of art and design techniques, including painting with a range of materials.			✓	✓	✓
UKS2	To become proficient in painting techniques.			✓	✓	✓
	To improve their mastery of art and design techniques, including painting with a range of materials.			✓	✓	✓

Cycle A

		EYFS/KS1 Topics	Portraits (Twinkl KS1) Drawing Artists – Quentin Blake and Frida Kahlo	Castles Sculpture/3D models of castles Artists - Andy Goldworthy	Life in Colour (Kapow – Y2) (Painting and mixed Media)	
		KS2 Topics	Prehistoric Painting (Kapow Y3) (Painting and Mixed Media) Artists – Pittaway/Chargall	Castles (Sculpture/3D) Artist -Anthony Gormley	Growing Artists (Kapow – Y3) (Drawing – link to plants and animals) Artists - Henri Rousseau	
Collage, Textiles and Printing	0 to 3	Physical Development	Develop manipulation and control. Explore different materials and tools. Use large and small motor skills to do things.	✓	✓	✓
		Expressive Arts and Design	Start to make marks intentionally. Explore paint, using fingers and other parts of their bodies as well as brushes and other tools. Express ideas and feelings through making marks, and sometimes give a meaning to the marks they make. Explore different materials, using all their senses to investigate them. Manipulate and play with different materials. Use their imagination as they consider what they can do with different materials. Make simple models which express their ideas.	✓	✓	✓
	3 to 4	Physical Development	Use large-muscle movements to wave flags and streamers, paint and make marks. Choose the right resources to carry out their own plan. Use one-handed tools and equipment, for example, making snips in paper with scissors. Use a comfortable grip with good control when holding pens and pencils.	✓	✓	✓
		Expressive Arts and Design	Explore different materials freely, in order to develop their ideas about how to use them and what to make. Develop their own ideas and then decide which materials to use to express them. Join different materials and explore different textures. Create closed shapes with continuous lines, and begin to use these shapes to represent objects.	✓	✓	✓



			<p>Draw with increasing complexity and detail, such as representing a face with a circle and including details.</p> <p>Use drawing to represent ideas like movement or loud noises.</p> <p>Show different emotions in their drawings and paintings, like happiness, sadness, fear, etc.</p> <p>Explore colour and colour mixing.</p>			
Rec	Physical Development		<p>Develop their small motor skills so that they can use a range of tools competently, safely and confidently.</p> <p>Use their core muscle strength to achieve a good posture when sitting at a table or sitting on the floor.</p> <p>Develop overall body-strength, balance, coordination and agility.</p>	✓	✓	✓
	Expressive Arts and Design		<p>Explore, use and refine a variety of artistic effects to express their ideas and feelings.</p> <p>Return to and build on their previous learning, refining ideas and developing their ability to represent them.</p> <p>Create collaboratively, sharing ideas, resources and skills.</p>	✓	✓	✓
ELG	Physical Development	Fine Motor Skills	<p>Hold a pencil effectively in preparation for fluent writing - using the tripod grip in almost all cases.</p> <p>Use a range of small tools, including scissors, paintbrushes and cutlery.</p> <p>Begin to show accuracy and care when drawing.</p>	✓	✓	✓
	Expressive Arts and Design	Creating with Materials	<p>Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.</p> <p>Share their creations, explaining the process they have used.</p>	✓	✓	✓
KS1			To become proficient in other art, craft and design techniques – <i>collage</i> .	✓	✓	✓
			Children have the opportunity to look at and practise a variety of techniques, e.g. weaving, dyeing and plaiting.	✓	✓	✓
			They explore which textiles are best to use and produce the best result.		✓	
			Children will also explore decorating and embellishing their textiles to add detail, colour and effect.		✓	
			To become proficient in other art, craft and design techniques – <i>textiles</i> .		✓	
			Children experiment with shape and pattern, looking at repeated patterns and different materials to make texture, e.g. sponges.	✓	✓	
			To become proficient in other art, craft and design techniques – <i>printing</i> .			✓



LKS2	Children have the opportunity to use a variety of materials for sculpting and experiment with joining and constructing.	✓	✓	
	They begin to use the correct vocabulary associated with sculpting and construction to demonstrate their understanding of the skill.	✓		
	To become proficient in sculpting techniques.	✓		
	To use sculpture to develop and share their ideas, experiences and imagination.	✓	✓	✓
	To improve their mastery of art and design techniques with a range of materials – <i>collage</i> .	✓		
	Children develop their weaving and colouring fabric skills further.			
	They are also introduced to the skill of stitching in Lower KS2.			
	To improve their mastery of art and design techniques with a range of materials – <i>textiles</i> .	✓		✓
	Children use a variety of printing blocks, e.g. coiled string glued to a block, and explore what effect making their own blocks has on shape and texture.			✓
	To improve their mastery of art and design techniques with a range of materials – <i>printing</i> .			✓
	Children still have the opportunity to use a variety of materials for sculpting.	✓		
	Children begin to understand more about decorating sculptures and adding expression through texture.	✓	✓	
	They use a variety of tools to support the learning of techniques and to add detail.	✓	✓	✓
To become proficient in sculpting techniques.				
To improve their mastery of art and design techniques, including sculpting with a range of materials.				
UKS2	To improve their mastery of art and design techniques with a range of materials – <i>collage</i> .	✓		
	Children further develop their weaving, overlapping and layering techniques.			
	They experiment with a range of fabrics including non-traditional fabrics.			
	To improve their mastery of art and design techniques with a range of materials – <i>textiles</i> .	✓		✓
	Children have more opportunities to make printing blocks and tiles.			✓



	They now reflect on their choice of colour for prints and develop their accuracy with patterns.			✓
	To improve their mastery of art and design techniques with a range of materials – <i>printing</i> .	✓		✓
	Children still use a variety of materials for sculpting and experiment with joining and constructing.	✓	✓	
	They begin to understand more about clay modelling and using different tools with clay.	✓		
	They will be more reliant on their own ideas and knowledge of sculpture during the planning and designing process.	✓	✓	✓
	To become proficient in sculpting techniques.			
	To improve their mastery of art and design techniques, including sculpting with a range of materials.	✓	✓	✓

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EYFS/KS1 Topics			Portraits (Twinkl KS1) Drawing Artists – Quentin Blake and Frida Kahlo	Castles Sculpture/3D models of castles Artists - Andy Goldworthy	Life in Colour (Kapow – Y2) (Painting and mixed Media)	
KS2 Topics			Prehistoric Painting (Kapow Y3) (Painting and Mixed Media) Artists – Pittaway/Chargall	Castles (Sculpture/3D) Artist -Anthony Gormley	Growing Artists (Kapow – Y3) (Drawing – link to plants and animals) Artists - Henri Rousseau	
Formal Elements	0 to 3	Physical Development	Develop manipulation and control. Explore different materials and tools. Use large and small motor skills to do things.	✓	✓	✓
		Expressive Arts and Design	Start to make marks intentionally. Explore paint, using fingers and other parts of their bodies as well as brushes and other tools. Express ideas and feelings through making marks, and sometimes give a meaning to the marks they make. Explore different materials, using all their senses to investigate them. Manipulate and play with different materials. Use their imagination as they consider what they can do with different materials. Make simple models which express their ideas.	✓	✓	✓
	3 to 4	Physical Development	Use large-muscle movements to wave flags and streamers, paint and make marks. Choose the right resources to carry out their own plan. Use one-handed tools and equipment, for example, making snips in paper with scissors. Use a comfortable grip with good control when holding pens and pencils.	✓	✓	✓
		Expressive Arts and Design	Explore different materials freely, in order to develop their ideas about how to use them and what to make. Develop their own ideas and then decide which materials to use to express them. Join different materials and explore different textures.	✓	✓	✓

			<p>Create closed shapes with continuous lines, and begin to use these shapes to represent objects.</p> <p>Draw with increasing complexity and detail, such as representing a face with a circle and including details.</p> <p>Use drawing to represent ideas like movement or loud noises.</p> <p>Show different emotions in their drawings and paintings, like happiness, sadness, fear, etc.</p> <p>Explore colour and colour mixing.</p>			
Rec	Physical Development		<p>Develop their small motor skills so that they can use a range of tools competently, safely and confidently.</p> <p>Use their core muscle strength to achieve a good posture when sitting at a table or sitting on the floor.</p> <p>Develop overall body-strength, balance, coordination and agility.</p>	✓	✓	✓
	Expressive Arts and Design		<p>Explore, use and refine a variety of artistic effects to express their ideas and feelings.</p> <p>Return to and build on their previous learning, refining ideas and developing their ability to represent them.</p> <p>Create collaboratively, sharing ideas, resources and skills.</p>	✓	✓	✓
ELG	Physical Development	Fine Motor Skills	<p>Hold a pencil effectively in preparation for fluent writing - using the tripod grip in almost all cases.</p> <p>Use a range of small tools, including scissors, paintbrushes and cutlery.</p> <p>Begin to show accuracy and care when drawing.</p>	✓	✓	✓
	Expressive Arts and Design	Creating with Materials	<p>Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.</p> <p>Share their creations, explaining the process they have used.</p>	✓	✓	✓
KS1	Use shape, line and colour to create abstract forms, developing mark-making techniques and mixing primary and secondary paint colours					✓
LKS2	Pupils should be taught to develop their techniques with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.					✓
UKS2	Pupils should be taught to develop their techniques with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.					✓

Cycle A

		EYFS/KS1 Topics	Portraits (Twinkl KS1) Drawing Artists – Quentin Blake and Frida Kahlo	Castles Sculpture/3D models of castles Artists - Andy Goldworthy	Life in Colour (Kapow – Y2) (Painting and mixed Media)
		KS2 Topics	Prehistoric Painting (Kapow Y3) (Painting and Mixed Media) Artists – Pittaway/Chargall	Castles (Sculpture/3D) Artist -Anthony Gormley	Growing Artists (Kapow – Y3) (Drawing – link to plants and animals) Artists - Henri Rousseau
Knowledge of Artists	0 to 3	Physical Development	Develop manipulation and control. Explore different materials and tools. Use large and small motor skills to do things.	✓	✓
		Expressive Arts and Design	Start to make marks intentionally. Explore paint, using fingers and other parts of their bodies as well as brushes and other tools. Express ideas and feelings through making marks, and sometimes give a meaning to the marks they make. Explore different materials, using all their senses to investigate them. Manipulate and play with different materials. Use their imagination as they consider what they can do with different materials. Make simple models which express their ideas.	✓	✓
	3 to 4	Physical Development	Use large-muscle movements to wave flags and streamers, paint and make marks. Choose the right resources to carry out their own plan. Use one-handed tools and equipment, for example, making snips in paper with scissors. Use a comfortable grip with good control when holding pens and pencils.	✓	✓
		Expressive Arts and Design	Explore different materials freely, in order to develop their ideas about how to use them and what to make. Develop their own ideas and then decide which materials to use to express them. Join different materials and explore different textures. Create closed shapes with continuous lines, and begin to use these shapes to represent objects.	✓	✓



			<p>Draw with increasing complexity and detail, such as representing a face with a circle and including details.</p> <p>Use drawing to represent ideas like movement or loud noises.</p> <p>Show different emotions in their drawings and paintings, like happiness, sadness, fear, etc.</p> <p>Explore colour and colour mixing.</p>			
Rec	Physical Development		<p>Develop their small motor skills so that they can use a range of tools competently, safely and confidently.</p> <p>Use their core muscle strength to achieve a good posture when sitting at a table or sitting on the floor.</p> <p>Develop overall body-strength, balance, coordination and agility.</p>		✓	✓
	Expressive Arts and Design		<p>Explore, use and refine a variety of artistic effects to express their ideas and feelings.</p> <p>Return to and build on their previous learning, refining ideas and developing their ability to represent them.</p> <p>Create collaboratively, sharing ideas, resources and skills.</p>		✓	✓
ELG	Physical Development	Fine Motor Skills	<p>Hold a pencil effectively in preparation for fluent writing - using the tripod grip in almost all cases.</p> <p>Use a range of small tools, including scissors, paintbrushes and cutlery.</p> <p>Begin to show accuracy and care when drawing.</p>		✓	✓
	Expressive Arts and Design	Creating with Materials	<p>Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.</p> <p>Share their creations, explaining the process they have used.</p>		✓	✓
KS1	To understand the work of a range of artists, craft makers and designers.			✓	✓	✓
	To describe the differences and similarities between different practices and disciplines.					✓
	To make links to their own work.			✓		✓
LKS2	To learn about great artists, architects and designers in history.			✓		✓
UKS2	To learn about great artists, architects and designers in history.					✓

Cycle A						
		EYFS/KS1 Topics		Portraits (Twinkl KS1) Drawing Artists – Quentin Blake and Frida Kahlo	Castles Sculpture/3D models of castles Artists - Andy Goldworthy	Life in Colour (Kapow – Y2) (Painting and mixed Media)
		KS2 Topics		Prehistoric Painting (Kapow Y3) (Painting and Mixed Media) Artists – Pittaway/Chargall	Castles (Sculpture/3D) Artist -Anthony Gormley	Growing Artists (Kapow – Y3) (Drawing – link to plants and animals) Artists - Henri Rousseau
Evaluating	0 to 3	Physical Development	Develop manipulation and control. Explore different materials and tools. Use large and small motor skills to do things.		✓	✓
		Expressive Arts and Design	Start to make marks intentionally. Explore paint, using fingers and other parts of their bodies as well as brushes and other tools. Express ideas and feelings through making marks, and sometimes give a meaning to the marks they make. Explore different materials, using all their senses to investigate them. Manipulate and play with different materials. Use their imagination as they consider what they can do with different materials. Make simple models which express their ideas.		✓	✓
	3 to 4	Physical Development	Use large-muscle movements to wave flags and streamers, paint and make marks. Choose the right resources to carry out their own plan. Use one-handed tools and equipment, for example, making snips in paper with scissors. Use a comfortable grip with good control when holding pens and pencils.		✓	✓
		Expressive Arts and Design	Explore different materials freely, in order to develop their ideas about how to use them and what to make. Develop their own ideas and then decide which materials to use to express them. Join different materials and explore different textures.		✓	✓



			<p>Create closed shapes with continuous lines, and begin to use these shapes to represent objects.</p> <p>Draw with increasing complexity and detail, such as representing a face with a circle and including details.</p> <p>Use drawing to represent ideas like movement or loud noises.</p> <p>Show different emotions in their drawings and paintings, like happiness, sadness, fear, etc.</p> <p>Explore colour and colour mixing.</p>			
Rec	Physical Development		<p>Develop their small motor skills so that they can use a range of tools competently, safely and confidently.</p> <p>Use their core muscle strength to achieve a good posture when sitting at a table or sitting on the floor.</p> <p>Develop overall body-strength, balance, coordination and agility.</p>		✓	✓
	Expressive Arts and Design		<p>Explore, use and refine a variety of artistic effects to express their ideas and feelings.</p> <p>Return to and build on their previous learning, refining ideas and developing their ability to represent them.</p> <p>Create collaboratively, sharing ideas, resources and skills.</p>		✓	✓
ELG	Physical Development	Fine Motor Skills	<p>Hold a pencil effectively in preparation for fluent writing - using the tripod grip in almost all cases.</p> <p>Use a range of small tools, including scissors, paintbrushes and cutlery.</p> <p>Begin to show accuracy and care when drawing.</p>		✓	✓
	Expressive Arts and Design	Creating with Materials	<p>Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.</p> <p>Share their creations, explaining the process they have used.</p>		✓	✓
KS1	To produce creative work, exploring their ideas and recording experiences.				✓	✓
LKS2	Pupils should be taught to develop their techniques with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.			✓	✓	✓
	To create sketchbooks to record their observations and use them to review and revisit ideas.					✓
UKS2	Pupils should be taught to develop their techniques with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.				✓	✓
	To create sketchbooks to record their observations and use them to review and revisit ideas.					✓