	• •		1 • 1 1	1 1			,	•	• •	1	01
Prod	arossian. Ir	i. knawlodau	ALLIA S	wacabulari	I ANA S	nuuneeted	assessment	autrames	in colla	ne and	craft
1 2 2 2			,			myy 2000					~~~g~

EYFS	See EYFS 'subject links' documents to s Autumn • Give children a range of materials and resources in	see how collage and craft are taught th Spring • Give children a range of materials and resources in	Summer
	 deconstructive role play to develop their imagination and creativity Role play area linked to theme or topic Dedicated craft area which allows children some freedom to create and make Make imaginative and complex small with blocks and construction kits, such as a city with different buildings and a park Explore different materials freely, in order to develop their ideas about how to use them and what to make Develop their own ideas and decide what materials to use to express them 	 deconstructive role play to develop their imagination and creativity Make imaginative and complex small with blocks and construction kits, such as a city with different buildings and a park Return to and build on their previous learning, refining ideas and developing their ability to represent them. Create collaboratively, sharing ideas, resources and skills. 	deconstructive role play to develop their imagination and creativity • Opportunities to create art collaboratively • Return to and build on their previous learning, refining ideas and developing their ability to represent them. (Autumn /

Join different materials and		
explore different textures		
Early Learning Goals for Expressive Arts and D	Design	
Creating with Materials ELG		
Children at the expected level of development wil	L	
 Safely use and explore a variety of materia 	als, tools and techniques, experimenting .	with colour, design, texture, form and
function;		с с
• Share their creations, explaining the process	is they have used;	

Art at Queen's	Key Knowledge Progression	Key Vocabulary	Key Skills Progression	Assessment			
Park				Outcome			
The Golden		Line change texture	nattorn calque				
Thread of Art		Line, shape, texture, pattern, colour					
Skills							
YEAR ONE	I know that Max Ernst used a	Frottage, texture,	I can use a variety of media	Produce a hanging			
UNIT ONE	floorboard to create the first	crayons, smooth,	inc. photocopied material,	mini-beast.			
	frottage	rough	fabric, plastic, tissue,				

How did a	I know how different textures		magazines, crepe paper, junk	
floorboard	create different frottage		modelling	
make art	I know how to evaluate my own		I can successfully evaluate the	
history?	work		effectiveness of my frottage	
Artist: Max	I can create a hanging mini beast		I can experiment with texture	
Ernst			I can use basic cutting skills	
Concept:			with support	
History			I can create a final product	
<u>Outcome:</u>			independently using collage	
hanging			from imagination, experience	
frottage			and observation	
animal				
Golden				
threads:				
Line, pattern,				
texture, shape,				
_				
colour				
YEAR TWO	I know the landscape artists Van	Composition,	I can use a wide range variety	to create a mixed
UNIT ONE	•	horizon, collage, tone	0 0	
<u>"What can I</u>	Ringold.	(dark and light),		collage
see?"	I know how to use texture to	primary, landscape	magazines, crepe paper, junk	-
	create a collage		modelling.	

Artist: Vincent	I know how to create my own		I have an increasing	
Van Gogh	landscape using different media		awareness of the suitability of	
Faith Ringold	(collage)		colour and texture/	
<u>Outcome:</u>			I can develop skills involving	
Collage a			overlapping and overlaying	
landscape			I can develop skills of mixed	
(using paint –			media eg painting and collage	
watercolour)			To engage in a range of more	
0.11			complex cutting skills	
Golden			I can successfully evaluate the	
threads:			effectiveness of my landscape	
inteads:			picture	
Line, tone,				
Larde, Larde,				
texture, shape,				
reaute, stupe,				
colour				
COLOUR				
YEAR THREE	• I know how to experiment	Geometric, shapes,	Unit overlaps with main focus	Cave painting in
UNIT ONE	with different paintbrushes,	natural/earth	which is painting and	the style of
<u>Were Homo</u>	tools and colours	colours, pigment,		prehistoric art
Sapiens story	• I know how to use	texture	I know how to use different	
tellers or	geometric shapes to create		textures to create a collage	
artists?	animals		I can successfully evaluate the	
Concept:	• I know how to use different		effectiveness of my cave	
Historical	textures to create a collage			

	explain why I am using them • I know how to analyse my work using key vocabulary			
colour				
YEAR FOUR				
	know how to use the colour	Primary, secondary,	I can create a composition	To create a painting in a
Can a picture wh		tertiary, colour	using collage using my own	
U	know about Sarah Graham and	'		
	hotorealism.	geometric, scale	established artist.	
Concept: Photorealism. Artist - Sarah Graham I k	can create an image in her style can evaluate my work, omparing and contrasting it to raham know how to use tracing paper scale images to a larger size		I can use different techniques, colours and textures when designing and making pieces of work. I can be expressive and analytical to adapt, extend and	

collage. Sweet	I know about the work of Sarah	justify their work and provide	
Wrapper	Graham and Charles Bell in the	evidence in sketchbooks.	
photorealism	photorealism movement of art.	I know how to use tracing	
	I can create an image in her	paper to scale images to a	
Golden	style	larger size	
	I can use the rules of sketching	I can use the rules of sketching	
threads:	to replicate my collage	to replicate my collage	
	I can evaluate my work,	I can evaluate my work,	
Line, pattern,	comparing and contrasting to	comparing and contrasting it	
	Graham and Bell	to Graham and Bell.	
texture, shape,			
_			
colour			
YEAR SIX			