

	EYFS/Reception	Year 1/2 Milestone 1	Year 3/4 Milestone 2	Year 5/6 Milestone 3
Autumn 1	Marvellous Me! Or 'U for Unique!'		Our Wonderful Planet Earth	Climb Every Mountain!
	3&4yr old Show different emotions in their drawings and paintings, like happiness, sadness, fear etc. Explore colour and colour-mixing. Reception Explore, use and refine a variety of artistic effects to express their ideas and feelings. Return to and build on their previous learning, refining ideas and developing their ability to represent them.	Use sketch books to explore and refine ideas and techniques. Respond to ideas and starting points. Explore ideas and collect visual information. Explore different methods and materials as ideas develop. MT: Drawing Draw lines of different sizes and thickness. Colour (own work) neatly following the lines. Show pattern and texture by adding dots and lines. Show different tones by using coloured pencils. MT: Painting Use thick and thin brushes. Mix primary colours to make secondary. Add white to colours to make tints and black to colours to make tones. Create colour wheels. Take inspirations from the greats Klee Modigliani	Use sketch books to explore and refine ideas and techniques. 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. Comment on artworks using visual language. Insects and flowers: observational sketches MT: Drawing Use different hardnesses of pencils to show line, tone and texture. Annotate sketches to explain and elaborate 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. MT: Painting Use 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 then add detail. Experiment with creating mood with colour. Take inspirations from the greats Georgia O'Keeffe	Use sketch books to explore and refine ideas and techniques. Develop and imaginatively extend ideas from starting points throughout the curriculum. Collect information, sketches and resources and present ideas imaginatively in a sketch book. Use the qualities of materials to enhance ideas. Spot the potential in unexpected results as work progresses. Comment on artworks with a fluent grasp of visual language. MT: Painting (watercolour) Sketch (lightly) before painting to combine line and colour. Create a colour palette based upon colours observed in the natural or built world. Use the qualities of watercolour and acrylic paints to create visually interesting pieces. Combine colours, tones and tints to enhance the mood of a piece. Use brush techniques and the qualities of paint to create texture. Develop a personal style of painting, drawing upon ideas from other artists. Take inspirations from the greats Alfred Heaton Cooper – local artist Nicholas Shaw, Celia Burbush
Autumn 2	Colour my world			Shine a Light!
	3&4yr old Explore different materials freely, 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. Create closed shapes with continuous lines, and begin to use these shapes to represent objects. Use drawing to represent ideas like movement or loud noises.	Use sketch books to explore and refine ideas and techniques. Respond to ideas and starting points. Explore ideas and collect visual information. Explore different methods and materials as ideas develop. MT: Collage Use a combination of materials that are cut, torn and glued. Sort and arrange materials. Mix materials to create texture.		

Bullet points: Opportunities (intended subject outcomes for each half term). See Chris Quigley Essentials document for suggested subject based opportunities.

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	<p>Show different emotions in their drawings and paintings, like happiness, sadness, fear etc. Explore colour and colour-mixing.</p> <p>Reception Explore, use and refine a variety of artistic effects to express their ideas and feelings. Return to and build on their previous learning, refining ideas and developing their ability to represent them. Create collaboratively, sharing ideas, resources and skills.</p>	Take inspirations from the greats		
Spring 1	Space Invaders! Or To infinity ...		Roman Britain	Electric Energy
	<p>3&4yr old Explore different materials freely, 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. Create closed shapes with continuous lines, and begin to use these shapes to represent objects. Show different emotions in their drawings and paintings, like happiness, sadness, fear etc. Explore colour and colour-mixing.</p> <p>Reception Explore, use and refine a variety of artistic effects to express their ideas and feelings. Return to and build on their previous learning, refining ideas and developing their ability to represent them. Create collaboratively, sharing ideas, resources and skills.</p>	<p>Use sketch books to explore and refine ideas and techniques. <i>Respond to ideas and starting points.</i> <i>Explore ideas and collect visual information.</i> <i>Explore different methods and materials as ideas develop.</i></p> <p>MT: Sculpture/Junk Modelling <i>Use a combination of shapes.</i> <i>Include lines and texture.</i> <i>Use rolled up paper, straws, paper, card and clay as materials.</i> <i>Use techniques such as rolling, cutting, moulding and carving.</i></p> <p>Take inspirations from the greats Peter Thorpe</p>	<p>Use sketch books to explore and refine ideas and techniques. <i>Develop ideas from starting points throughout the curriculum.</i> <i>Collect information, sketches and resources.</i> <i>Adapt and refine ideas as they progress.</i> <i>Explore ideas in a variety of ways.</i> <i>Comment on artworks using visual language.</i></p> <p>MT: Collage <i>Select and arrange materials for a striking effect.</i> <i>Ensure work is precise.</i> <i>Use coiling, overlapping, tessellation, mosaic and montage.</i></p> <p>MT: Painting <i>Use a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines.</i> <i>Mix colours effectively.</i> <i>Use watercolour paint to produce washes for backgrounds then add detail.</i> <i>Experiment with creating mood with colour.</i></p>	
Spring 2	Every picture tells a story!		Take inspirations from the greats Roman Mosaics/pottery Volcano art	Down the River to the Sea
	<p>3&4yr old Explore different materials freely, 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</p>	<p>Use sketch books to explore and refine ideas and techniques. <i>Respond to ideas and starting points.</i> <i>Explore ideas and collect visual information.</i> <i>Explore different methods and materials as ideas develop.</i></p> <p>MT: Drawing <i>Draw lines of different sizes and thickness.</i></p>		<p>Use sketch books to explore and refine ideas and techniques. <i>Develop and imaginatively extend ideas from starting points throughout the curriculum.</i> <i>Collect information, sketches and resources and present ideas imaginatively in a sketch book.</i> <i>Use the qualities of materials to enhance ideas.</i> <i>Spot the potential in unexpected results as</i></p>

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	<p>continuous lines, and begin to use these shapes to represent objects. 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> <p>Reception</p> <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>	<p>Colour (own work) neatly following the lines. Show pattern and texture by adding dots and lines.</p> <p>Show different tones by using coloured pencils.</p> <p>MT: Painting</p> <p>Use thick and thin brushes.</p> <p>Mix primary colours to make secondary.</p> <p>Add white to colours to make tints and black to colours to make tones.</p> <p>Create colour wheels.</p> <p>MT: Printing</p> <p>Use repeating or overlapping shapes.</p> <p>Mimic print from the environment (e.g. wallpapers).</p> <p>Use objects to create prints (e.g. fruit, vegetables or sponges).</p> <p>Press, roll, rub and stamp to make prints.</p> <p>Take inspirations from the greats</p> <p>LS Lowry</p> <p>Vincent Van Gogh</p> <p>Orla Kiely</p>		<p>work progresses.</p> <p>Comment on artworks with a fluent grasp of visual language.</p> <p>MT: Drawing</p> <p>Use a variety of techniques to add interesting effects (e.g. reflections, shadows, direction of sunlight).</p> <p>Use a choice of techniques to depict movement, perspective, shadows and reflection.</p> <p>Choose a style of drawing suitable for the work (e.g. realistic or impressionistic).</p> <p>Use lines to represent movement.</p> <p>Take inspirations from the greats</p> <p>Drawing and sketching – LS Lowry (Victorian mini topic)</p>
Summer 1	Mr McGregor's Garden	Marvellous Machines	The Great U.S. of A.	
	<p>3&4yr old</p> <p>Explore different materials freely, develop their ideas about how to use them and what to make.</p> <p>Develop their own ideas and then decide which materials to use to express them.</p> <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> <p>Reception</p> <p>Explore, use and refine a variety of artistic effects to express their ideas and feelings.</p> <p>Return to and build on their</p>	<p>Use sketch books to explore and refine ideas and techniques.</p> <p>Respond to ideas and starting points.</p> <p>Explore ideas and collect visual information.</p> <p>Explore different methods and materials as ideas develop.</p> <p>MT: Drawing</p> <p>Draw lines of different sizes and thickness.</p> <p>Colour (own work) neatly following the lines.</p> <p>Show pattern and texture by adding dots and lines.</p> <p>Show different tones by using coloured pencils.</p> <p>MT: Collage</p> <p>Use a combination of materials that are cut, torn and glued.</p> <p>Sort and arrange materials.</p> <p>Mix materials to create texture.</p> <p>Take inspirations from the greats</p> <p>Beatrix Potter</p>	<p>Use sketch books to explore and refine ideas and techniques.</p> <p>Develop ideas from starting points throughout the curriculum.</p> <p>Collect information, sketches and resources.</p> <p>Adapt and refine ideas as they progress.</p> <p>Explore ideas in a variety of ways.</p> <p>Comment on artworks using visual language.</p> <p>MT: Sculpture</p> <p>Create and combine shapes to create recognisable forms (e.g. shapes made from nets or solid materials).</p> <p>Include texture that conveys feelings, expression or movement.</p> <p>Use clay and other mouldable materials.</p> <p>Add materials to provide interesting detail.</p> <p>Take inspirations from the greats</p> <p>Steampunk machines</p>	<p>Use sketch books to explore and refine ideas and techniques.</p> <p>Develop and imaginatively extend ideas from starting points throughout the curriculum.</p> <p>Collect information, sketches and resources and present ideas imaginatively in a sketch book.</p> <p>Use the qualities of materials to enhance ideas.</p> <p>Spot the potential in unexpected results as work progresses.</p> <p>Comment on artworks with a fluent grasp of visual language.</p> <p>MT: Collage</p> <p>Mix textures (rough and smooth, plain and patterned).</p> <p>Combine visual and tactile qualities.</p> <p>Use ceramic mosaic materials and techniques.</p> <p>Take inspirations from the greats</p> <p>Collage Portraits – Jean-Michel Basquiat (mixed media/graffiti art)</p>

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	previous learning, refining ideas and developing their ability to represent them. Create collaboratively, sharing ideas, resources and skills.			
Summer 2	Knights of Penruddock			Forces
	3&4yr old Explore different materials freely, 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. Draw with increasing complexity and detail, such as representing a face with a circle and including details. Use drawing to represent ideas like movement or loud noises. Show different emotions in their drawings and paintings, like happiness, sadness, fear etc. Explore colour and colour-mixing. Reception ELG Creating with Materials 1-3 Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. Share their creations, explaining the process they have used	Use sketch books to explore and refine ideas and techniques. Respond to ideas and starting points. Explore ideas and collect visual information. Explore different methods and materials as ideas develop. MT: Collage Use a combination of materials that are cut, torn and glued. Sort and arrange materials. Mix materials to create texture. Take inspirations from the greats Royal Portraits National Gallery		

	EYFS/Reception	Year 1/2 Milestone 1	Year 3/4 Milestone 2	Year 5/6 Milestone 3
Autumn 1	Home Sweet Home		Our Local Area	
	3&4yr old 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. Draw with increasing complexity and detail, such as representing a face with a circle and including details. Explore colour and colour-mixing. Reception Explore, use and refine a variety of artistic effects to express their ideas and feelings. Return to and build on their previous learning, refining ideas and developing their ability to represent them. Create collaboratively, sharing ideas, resources and skills.	Use sketch books to explore and refine ideas and techniques. Respond to ideas and starting points. Explore ideas and collect visual information. Explore different methods and materials as ideas develop. MT: Sculpture Use a combination of shapes. Include lines and texture. Use rolled up paper, straws, paper, card and clay as materials. Use techniques such as rolling, cutting, moulding and carving. Take inspirations from the greats Zaha Hadid Can Buildings Speak Paul Horton - creating 3D houses in the style of	Use sketch books to explore and refine ideas and techniques. 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. Comment on artworks using visual language. MT: Drawing Use different hardnesses of pencils to show line, tone and texture. Annotate sketches to explain and elaborate 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. Take inspirations from the greats Local Artwork Mountain Art	Use sketch books to explore and refine ideas and techniques. Develop and imaginatively extend ideas from starting points throughout the curriculum. Collect information, sketches and resources and present ideas imaginatively in a sketch book. Use the qualities of materials to enhance ideas. Spot the potential in unexpected results as work progresses. Comment on artworks with a fluent grasp of visual language. MT: Sculpture Show life-like qualities and real-life proportions or, if more abstract, provoke different interpretations. Use tools to carve and add shapes, texture and pattern. Combine visual and tactile qualities. Use frameworks (such as wire or moulds) to provide stability and form. Take inspirations from the greats Dragon sculptures taken from history Using Gomersal Primary School art as an inspiration.
Autumn 2	Dinoroar! Time Travellers!		Refugees	
	3&4yr old Explore different materials freely, 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. Draw with increasing complexity and detail, such as representing a face with a circle and including details. Explore colour and colour-mixing. Reception Explore, use and refine a variety of artistic effects to express their ideas and feelings. Return to and build on their previous	Use sketch books to explore and refine ideas and techniques. Respond to ideas and starting points. Explore ideas and collect visual information. Explore different methods and materials as ideas develop. MT: Collage Use a combination of materials that are cut, torn and glued. Sort and arrange materials. Mix materials to create texture. Take inspirations from the greats Tudor Houses Josef Moravec	Use sketch books to explore and refine ideas and techniques. Develop and imaginatively extend ideas from starting points throughout the curriculum. Collect information, sketches and resources and present ideas imaginatively in a sketch book. Use the qualities of materials to enhance ideas. Spot the potential in unexpected results as work progresses. Comment on artworks with a fluent grasp of visual language. MT: Drawing Use a variety of techniques to add interesting effects (e.g. reflections, shadows, direction of sunlight). Use a choice of techniques to depict movement,	

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	learning, refining ideas and developing their ability to represent them. Create collaboratively, sharing ideas, resources and skills.			perspective, shadows and reflection. Choose a style of drawing suitable for the work (e.g. realistic or impressionistic). Use lines to represent movement. Take inspirations from the greats Quentin Blake https://www.qbcentre.org.uk/illustrating-refugee-crisis
Spring 1	Frozen Planet!		The Theory of Everything	Food, Glorious Food!
	3&4yr old Explore different materials freely, 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. Create closed shapes with continuous lines, and begin to use these shapes to represent objects. Explore colour and colour-mixing. Reception Explore, use and refine a variety of artistic effects to express their ideas and feelings. Return to and build on their previous learning, refining ideas and developing their ability to represent them. Create collaboratively, sharing ideas, resources and skills.	Use sketch books to explore and refine ideas and techniques. Respond to ideas and starting points. Explore ideas and collect visual information. Explore different methods and materials as ideas develop. Sketching using charcoal - Winter Trees MT: Drawing Draw lines of different sizes and thickness. Colour (own work) neatly following the lines. Show pattern and texture by adding dots and lines. Show different tones by using coloured pencils. MT: Painting Use thick and thin brushes. Mix primary colours to make secondary. Add white to colours to make tints and black to colours to make tones. Create colour wheels. Take inspirations from the greats Edvar Munch Northern Lights Art	Use sketch books to explore and refine ideas and techniques. 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. Comment on artworks using visual language. MT: Sculpture 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. Take inspirations from the greats JMW Turner – Rain, Steam and Speed Joseph Cornell – Box Art	
Spring 2	Bright Lights, Big City!			Ancient Greece
	3&4yr old Explore different materials freely, 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.	Use sketch books to explore and refine ideas and techniques. Respond to ideas and starting points. Explore ideas and collect visual information. Explore different methods and materials as		Use sketch books to explore and refine ideas and techniques. Develop and imaginatively extend ideas from starting points throughout the curriculum. Collect information, sketches and resources and present ideas imaginatively in a sketch

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	<p>Create closed shapes with continuous lines, and begin to use these shapes to represent objects. Explore colour and colour-mixing.</p> <p>Reception Explore, use and refine a variety of artistic effects to express their ideas and feelings. Return to and build on their previous learning, refining ideas and developing their ability to represent them. Create collaboratively, sharing ideas, resources and skills.</p>	<p>ideas develop.</p> <p>MT: Painting Use thick and thin brushes. Mix primary colours to make secondary. Add white to colours to make tints and black to colours to make tones. Create colour wheels.</p> <p>Take inspirations from the greats Bridget Riley Op Art</p>		<p>book. Use the qualities of materials to enhance ideas. Spot the potential in unexpected results as work progresses. Comment on artworks with a fluent grasp of visual language.</p> <p>MT: Collage Mix textures (rough and smooth, plain and patterned). Combine visual and tactile qualities. Use ceramic mosaic materials and techniques.</p> <p>Take inspirations from the greats Potters in the style of Ancient Greek Greek mosaic work</p>
Summer 1	<p>Rumble in the jungle!</p> <p>3&4yr old Explore different materials freely, 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. Draw with increasing complexity and detail, such as representing a face with a circle and including details. Use drawing to represent ideas like movement or loud noises. Show different emotions in their drawings and paintings, like happiness, sadness, fear etc. Explore colour and colour-mixing.</p> <p>Reception Explore, use and refine a variety of artistic effects to express their ideas and feelings. Return to and build on their previous learning, refining ideas and developing their ability to represent them. Create collaboratively, sharing ideas, resources and skills.</p>	<p>Use sketch books to explore and refine ideas and techniques. Respond to ideas and starting points. Explore ideas and collect visual information. Explore different methods and materials as ideas develop.</p> <p>MT: Printing Use repeating or overlapping shapes. Mimic print from the environment (e.g. wallpapers). Use objects to create prints (e.g. fruit, vegetables or sponges). Press, roll, rub and stamp to make prints.</p> <p>MT: Collage Use a combination of materials that are cut, torn and glued. Sort and arrange materials. Mix materials to create texture.</p> <p>Take inspirations from the greats African inspired printing Henri Rousseau - collage</p>	<p>Early Civilization</p> <p>Use sketch books to explore and refine ideas and techniques. 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. Comment on artworks using visual language.</p> <p>MT: Printing 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.</p> <p>MT: Sculpture 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.</p> <p>Take inspirations from the greats Ancient Egyptian pottery</p>	<p>Our Precious Planet</p> <p>Use sketch books to explore and refine ideas and techniques. Develop and imaginatively extend ideas from starting points throughout the curriculum. Collect information, sketches and resources and present ideas imaginatively in a sketch book. Use the qualities of materials to enhance ideas. Spot the potential in unexpected results as work progresses. Comment on artworks with a fluent grasp of visual language.</p> <p>MT: Printing Build up layers of colours. Create an accurate pattern, showing fine detail. Use a range of visual elements to reflect the purpose of the work.</p> <p>Take inspirations from the greats Wallpaper designs - William Morris</p>
Summer 2	<p>Beside the seaside</p>			<p>Earth and Space</p>

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	<p>3&4yr old Explore different materials freely, 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. Draw with increasing complexity and detail, such as representing a face with a circle and including details. Use drawing to represent ideas like movement or loud noises. Show different emotions in their drawings and paintings, like happiness, sadness, fear etc. Explore colour and colour-mixing.</p> <p>Reception ELG Creating with Materials 1-3 Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. Share their creations, explaining the process they have used.</p>	<p>Use sketch books to explore and refine ideas and techniques. Respond to ideas and starting points. Explore ideas and collect visual information. Explore different methods and materials as ideas develop.</p> <p>MT: Drawing Draw lines of different sizes and thickness. Colour (own work) neatly following the lines. Show pattern and texture by adding dots and lines. Show different tones by using coloured pencils.</p> <p>MT: Collage Use a combination of materials that are cut, torn and glued. Sort and arrange materials. Mix materials to create texture.</p> <p>Take inspirations from the greats Lancaster & Morecambe artist - Chas Jacobs</p>		<p>Use sketch books to explore and refine ideas and techniques. Develop and imaginatively extend ideas from starting points throughout the curriculum. Collect information, sketches and resources and present ideas imaginatively in a sketch book. Use the qualities of materials to enhance ideas. Spot the potential in unexpected results as work progresses. Comment on artworks with a fluent grasp of visual language.</p> <p>MT: Painting Sketch (lightly) before painting to combine line and colour. Create a colour palette based upon colours observed in the natural or built world. Use the qualities of watercolour and acrylic paints to create visually interesting pieces. Combine colours, tones and tints to enhance the mood of a piece. Use brush techniques and the qualities of paint to create texture. Develop a personal style of painting, drawing upon ideas from other artists.</p> <p>Take inspirations from the greats</p>
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