



Cliftonville Art Curriculum Endpoints

By the end of Y1:

- recognise and describe some simple characteristics of different kinds of art, craft and design (models, collage, Pop Art)
- name the tools, materials, techniques and the formal elements (colours, shapes, tones etc.) that they use
- recognise that ideas can be expressed in art work
- experiment confidently with a range of materials and techniques
- try out a range of materials and processes and recognise that they have different qualities
- use materials purposefully to achieve particular characteristics or qualities
- talk about their own, and other's work, identifying similarities and differences and what they like.

By the end of Y2:

- identify that different forms of creative works are made by artists, craftspeople and designers, from all cultures and times
- talk about the materials, techniques and processes they have used, using an appropriate vocabulary: names of tools, materials and colours used
- begin to use some of the key concepts terminology
- use drawing to record ideas and develop designs
- test ideas using other materials
- choose particular techniques for a given purpose
- develop care and control over the materials and tools used
- express, and give some reasons for, preferences when looking at creative work.

By the end of Y3:

- describe the work of the artists, craftspeople and designers studied
- explain how to use some of the tools and techniques they have chosen to work with
- use a wider range key concepts terminology
- gather and review information and resources related to their ideas and intentions
- use a sketchbook for recording observations and research; and planning and shaping ideas
- develop practical skills by experimenting with, and testing the qualities of, a range of different materials and techniques.
- select, and use appropriately, a variety of materials and techniques in order to create their own work
- reflect upon what they like and dislike about their work in order to improve it.

By the end of Y4:

- describe some of the key ideas, techniques and working practices of the artists, craftspeople and designers studied
- use the key concepts vocabulary when discussing art work
- select and use relevant resources and references to develop ideas
- use a sketchbook and drawing to improve understanding, inform ideas and plan for an outcome - for instance, produce several different versions of an idea, showing how research has led to improvements in their proposed outcome
- investigate the nature and qualities of different materials and processes systematically
- apply the technical skills learnt to improve the quality of their work - for instance, in painting, select and use different brushes for different purposes

- regularly reflect upon their own work, and use comparisons with the work of others (pupils and artists) to identify how to improve.

By the end of Y5

- research and discuss the ideas and approaches of various artists, craftspeople and designers, taking account of their particular cultural context and intentions
- explain the meaning of the key concepts vocabulary
- describe the processes they have used to achieve high quality outcomes
- engage in open ended research and exploration in the process of initiating and developing their own personal ideas
- confidently and independently use sketchbooks for a variety of purposes including: recording observations; developing ideas; testing materials; planning and recording information
- confidently investigate and exploit the potential of new and unfamiliar materials
- use their acquired technical expertise to make work which effectively reflects their ideas and intentions
- regularly analyse and reflect on their progress, taking account of what they hoped to achieve and making notes to record their reflections.

By the end of Y6

- describe, interpret and explain the work, ideas and working practices of some significant artists, craftspeople and designers, taking account of the influence of the different historical, cultural and social contexts in which they worked
- use the technical vocabulary and techniques for modifying the qualities of different materials and processes
- independently develop a range of ideas which show curiosity, imagination and originality
- systematically investigate, research and test ideas and plans using sketchbooks
- independently refine their technical and craft skills in order to improve their mastery of materials and techniques
- independently select and effectively use relevant processes in order to create successful and finished work
- regularly analyse and reflect on their progress, taking account of what they hoped to achieve
- provide a reasoned evaluation of both their own and professionals' work which takes account of the starting points, intentions and context behind the work.