

Subject	End of EYFS	End of Key Stage 1 end points	End of Key Stage 2 end points
Art and Design	Fine Motor Skills - Hold a pencil effectively in preparation for fluent writing – using the tripod grip in almost all cases. - Use a range of small tools, including scissors, paint brushes and cutlery. - Begin to show accuracy and care when drawing. The Natural World - Explore the natural world around them, making observations and drawing pictures of animals and plants. Expressive Arts and Design - 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.	Generating Ideas - Explore their own ideas using a range of media. - Begin to generate ideas from a wider range of stimuli, exploring different media and techniques. Using Sketchbooks - Experiment in sketchbooks, using drawing to record ideas. - Use sketchbooks to help make decisions about what to try out next. Making skills - To use a range of materials creatively to design and make products. - To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space. - Further demonstrate increased control with a greater range of media. - Make choices about which materials and techniques to use to create an effect. - Use hands and tools with confidence when cutting, shaping and joining paper, card and malleable materials. - Develop observational skills to look closely and aim to reflect some of the formal elements of art (colour, pattern, texture, line, shape, form and space) in their work.	Generating Ideas - Generate ideas from a range of stimuli, using research and evaluation of techniques to develop their ideas and plan more purposefully for an outcome. - Draw upon their experience of creative work and their research to develop their own starting points for creative outcomes. Using Sketchbooks - Using a systematic and independent approach, research, test and develop ideas and plans using sketchbooks. Making Skills - To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay. - Create expressively in their own personal style and in response to their choice of stimulus, showing the ability to develop artwork independently. - Combine materials and techniques appropriately to fit with ideas. - Work in a sustained way over several sessions to complete a piece, including working collaboratively on a larger scale and incorporating the formal elements of art. Knowledge of Artists

		Knowledge of artists - Know about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work. Evaluating and analysing - Know different reasons why people make art. - Explain their ideas and opinions about their own and others' artwork, beginning to recognise the stories and messages within in and showing an understanding of why they may have made it. - Begin to talk about how they could improve their own work. Talk about how art is made.	- Know about great artists, architects and designers in history. Evaluating and Analysing - Know that art can be abstract. - Know that art is created for different purposes, including to communicate social, political, or environmental views. - Give reasoned evaluations of their own and others' work which takes account of context and intention. Explain how art can be created to cause reaction and impact and be able to consider why an artist chooses to use art in this way.
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