



Department
for Education

Art and design

Programmes of Study for Key Stages 1-3

February 2013

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Purpose of study

Art and design embody the highest form of human creativity. Art and design teaching should instil in pupils an appreciation of beauty and an awareness of how creativity depends on technical mastery. They should learn to draw, paint and sculpt as well as design and create aesthetically pleasing objects in two and three dimensions. Pupils should learn about the achievements of great artists and designers.

Aims

The National Curriculum for art and design aims to ensure that all pupils:

- produce creative work, exploring their ideas and recording their experiences
- become proficient in using drawing, painting, sculpture and other creative expressions
- evaluate and analyse artistic works using the language of art, craft and design
- know about the great artists, craftsmen and designers, and understand the historical development of their art forms.

Attainment targets

By the end of each key stage, pupils are expected to know, apply and understand the matters, skills and processes specified in the relevant programme of study.

Subject content

Key Stage 1

Pupils should be taught creativity in art, craft and design by:

- using a range of materials to design and make products
- using drawing, painting and sculpture to share their ideas, experiences and imagination
- developing techniques in using colour, pattern, texture, line, shape, form and space using clay and printing to a large scale and in 3D
- being taught about the work of a range of artists, craftsmen and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.

Key Stage 2

Pupils should be taught to develop their techniques, including their control and their use of materials, with experimentation and an increasing awareness of different kinds of art, craft and design.

Pupils should be taught:

- to create sketch books to record their observations and use them to review and revisit ideas, and collect visual material to help them to develop their ideas
- to improve their mastery of techniques, such as drawing, painting and sculpture with materials (e.g. pencil, charcoal, paint, clay)
- about the greatest artists, architects and designers in history.

Key Stage 3

Pupils should be taught to develop their ideas and increase proficiency in their execution. They should develop a critical understanding of artists, architects and designers, expressing reasoned judgements that can inform their own work.

Pupils should be taught:

- to use a range of drawing techniques to record their observations in sketchbooks and journals as a basis for exploring their ideas using a range of media, such as painting with oils and watercolours, videos and installations
- to increase their proficiency in the handling of different materials
- to analyse and evaluate their own work, and that of others, in order to strengthen the visual impact or applications of their work
- about the history of art, craft and design, including major movements from ancient to the modernist periods (e.g. Art Nouveau, Impressionism, Dadaism).



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