## Progression in Art and Design



## Progression in Art and Design

|  | Year 1/2 | Year 3/4 | Year 5/6 |
| :---: | :---: | :---: | :---: |
| Drawing / Mark Making | For instance: <br> Begin to control lines to create simple drawings from observations <br> Use thick felt tip pens/chalks/charcoal/wax crayon/ pastel <br> Hold a large paint brush correctly <br> Make marks using paint with a variety of tools <br> Consider consistency when applying paint <br> Colour within the line <br> Draw on smaller and larger scales <br> Begin to add detail to line drawings | For instance: <br> Use sketchbooks to record drawings from observation <br> Experiment with different tones using graded pencils <br> Include increased detail within work <br> Draw on a range of scales <br> Draw using a variety of tools and surfaces <br> (paint, chalk, pastel, pen and ink) <br> Use a variety of brushes and experiment with ways of marking with them <br> Develop shadows <br> Use of tracing | For instance: <br> Use first hand observations using different viewpoints, developing more abstract representations <br> Introduce perspective, fore/back and middle ground Investigate proportions <br> Use a range of mediums on a range of backgrounds <br> Work indoors and outdoors <br> Show total qualities using cross hatching, pointillism, sidestrokes, use of rubber to draw/highlight |

## Progression in Art and Design

| \% |  | For instance: | For instance: | For instance: |
| :---: | :---: | :---: | :---: | :---: |
| $\begin{aligned} & \vec{Z} \\ & \hline 0 \\ & \hline \end{aligned}$ |  | Recognise and name primary and secondary colours | Mix and match colours (create palettes to match images) | Build on previous work with colour by exploring intensity |
| $\stackrel{\mathscr{S}}{5}$ |  | Mix primary colours to make secondary colours | Lighten and darken tones using black and white | Introduce acrylic paint |
| 읃 |  | Share colour charts to compare variations of the same colour | Begin to experiment with colour to create more abstract colour palettes (e.g. blues for leaves) | Develop watercolour techniques Explore using limited colour palettes |
|  |  | Create and experiment with shades of colour and name some of these | Experiment with watercolour, exploring intensity of colour to develop shades | Investigate working on canvas experiment with colour in creating an effect |
| $\frac{0}{\frac{0}{c}}$ |  | Recognise warm and cold colours Create washes to form backgrounds | Explore complementary and opposing colours in creating patterns | Mark make with paint (dashes, blocks of colour, strokes, points) |
|  |  | Explore the relationship between mood and colour |  | Develop fine brush strokes |

## Progression in Art and Design

|  | Year 1/2 | Year 3/4 | Year 5/6 |
| :---: | :---: | :---: | :---: |
| 을 | For instance: <br> Finger print, sponge print, block print to form patterns, experiment with amounts of paint applied and develop control <br> Develop controlled printing against outline /within cut out shapes <br> Use matchbox to print to explore possibilities different sized matchboxes create different lines/ shapes/patterns <br> Experiment with marbling, investigating how ink floats and changes with movement | For instance: <br> Use roller and ink printing. Use simple block shapes formed by children <br> Blend two colours when printing <br> Using roller \& inks, take prints from other objects (leaves, fabric, corrugated card) to show texture make string print, create low relief prints with string on cardboard and form repeated patterns, tessellations and overlays <br> Form string roller prints to create continuous patterns | For instance: <br> Create polystyrene printing blocks to use with roller and ink <br> Explore monoprinting (see below for artists) <br> Explore Intaglio (copper etching) using thick cardboard etched with sharp pencil point <br> Experiment with screen printing <br> Design and create motifs to be turned into printing block images <br> Investigate techniques from paper printing to work on fabrics |

## Progression in Art and Design

| ¢ | 을 | For instance: <br> Develop understanding of 2D and 3D in terms of artwork - paintings/sculptures <br> Investigate a range of different materials and experiment with how they can be connected together to form simple structures <br> Look at sculptures and try to recreate them using everyday objects/range of materials <br> Begin to form own 3D pieces <br> Consider covering these with papier-mâché <br> Investigate clay - pinching, rolling, twisting, scratching and coiling and add details and textures using tools <br> Look at sculptures by known artists and natural objects as starting points for own work | For instance: <br> Develop confidence working with clay adding greater detail and texture <br> Add colour once clay is dried <br> Investigate ways of joining clay - scratch and slip <br> Introduce 'modroc' <br> Create work on a larger scale as a group <br> Use pipe cleaners/wire to create sculptures of human forms | For instance: <br> Design and create sculpture, both small and large scale <br> Make masks from a range of cultures and traditions, building a collage element into the sculptural process <br> Use objects around us to form sculptures <br> Use wires to create malleable forms <br> Build upon wire to create forms which can then be padded out (e.g. with newspaper) and covered (e.g. with modroc) <br> Create human forms showing movement |
| :---: | :---: | :---: | :---: | :---: |

## Progression in Art and Design

|  |  | Year 1/2 | Year 3/4 | Year 5/6 |
| :---: | :---: | :---: | :---: | :---: |
| nd Techniques continued |  | For instance: <br> Develop collages, based on a simple drawing, using papers and materials <br> Collect natural materials to create a temporary collage (an autumn tree/ the school building using sticks/rocks/leaves etc) <br> Weave using recycled materials - paper, carrier bags <br> Investigate a range of textures through rubbings <br> Simple batik work <br> Develop tearing, cutting and layering paper to create different effects <br> Dye fabrics using tea, red cabbage, beetroot, onion, spinach <br> Weave with wool | For instance: <br> Research embroidery designs from around the world, create own designs based on these <br> Sew simple stiches using a variety of threads and wool <br> Investigate tie-dying <br> Create a collage using fabric as a base <br> Make felt <br> Develop individual and group collages, working on a range of scales <br> Use a range of stimulus for collage work, trying to think of more abstract ways of showing views | For instance: <br> Introduce fabric block printing <br> Create tie dye pieces combining two colours <br> Investigate ways of changing fabrics - sewing, ironing, cutting, tearing, creasing, knotting etc. <br> Weave using paintings as a stimulus / the natural world <br> Experiment with circular embroidery frames <br> Create detailed designs which can be developed into batik pieces |

## Progression in Art and Design

|  | Year 1/2 | Year 3/4 | Year 5/6 |
| :---: | :---: | :---: | :---: |
|  | Pupils should be taught: <br> - 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 <br> For instance: <br> Describe the work of artwork of artists such as Jackson Pollock, Paul Klee, Kandinsky (colour) Georges Braque/Pablo Picasso (collage) <br> Use work of artists such as Anthony Gormley, Louise Bourgeois, Jean Arp (sculpture) to create own pieces <br> Consider specific works such as Richard Long's 'Mud Hand Circle' (printing) <br> Consider works from different cultures e.g. Chinese block prints | Pupils should be taught: <br> ㅁ about great artists, architects and designers in history <br> For instance: Use the work of artists to replicate ideas or inspire own work e.g. <br> Look at the work of David Hockney e.g. photo montages (drawing) <br> Consider the work of artists e.g. Ruth Daniels, Mark Quinn, Carol Simms (colour) <br> Look at the work of artists who formed geometric abstract paintings such as Malevich, Matisse and Mondrian <br> Introduce work by artists such as Marc Quinn, as well as sculptures from Aztec and Benin civilizations (sculpture) <br> Consider the High Italian Renaissance period e.g. Michelangelo, Leonardo da Vinci etc. (drawing) <br> Look at the patterns/ optical illusions created by OP artist Bridget Riley (colour) <br> Abstract paintings by Picasso (colour) <br> Use the work of artist Stacey Chapman '"car" and other images on the internet (print) <br> Look at work of Henry Moore (sculpture) <br> Consider work by contemporary textile artist Patricia Greaves (textiles). | Pupils should be taught: <br> $\square \quad$ about great artists, architects and designers in history <br> For instance: Use the work of artists to replicate ideas or inspire own work e.g. <br> Consider work by artists such as Cezanne, Derain, Van Gogh (colour) <br> Look at the style of Fauve artists Derain, Vlaminck and Braque <br> Consider the work of Seurat (pointillism -colour) <br> Look at the work of artists that used monoprinting include David Hockney, Tracey Emin, Picasso and Jim Dine (print) <br> Consider work of Cornelia Parker (sculpture) <br> Consider the work from other cultures e, g Asia <br> Consider Georgia O Keiffe flowers showing use of line or William Morris detailed tiles - natural sources (colour) <br> Look at cubist artists such as Picasso, Duchamp to show movement/ layering <br> Consider looking at Pop Art to represent popular objects from current culture (Andy Warhol) <br> Artists such as Claude Lorrain, Poussin, Jan Beaney and Annemeike Mein could be discussed as starting points. |

