



North Clifton Primary School: Art Curriculum Progression

ART & DESIGN: PROGRESSION OF KNOWLEDGE AND SKILLS

EYFS

Drawing: Pencil, charcoal, chalk, pastels, ICT	Colour: Paint, pastels, textiles, ink, crayon	Texture: Textiles, clay, sand, stone
<ul style="list-style-type: none"> ➤ Begin to use a variety of drawing tools ➤ Use drawings to tell a story ➤ Investigate different lines ➤ Explore different textures ➤ Encourage accurate drawings of people 	<ul style="list-style-type: none"> ➤ Experiment with primary colours ➤ Informal mixing ➤ Use a range of tools to make coloured marks on paper ➤ Learn names of different tools 	<ul style="list-style-type: none"> ➤ Handling and manipulating a range of materials ➤ Sensory experience ➤ Simple collage ➤ Simple weaving
Form: 3D work, clay, dough, paper, sculpture, mod roc	Printing: fruit/veg, wood blocks, press print, lino, string	Pattern: Paint, pencil, textiles, clay, printing
<ul style="list-style-type: none"> ➤ Handle and manipulate materials ➤ Construction ➤ Building and destroying ➤ Shape and model 	<ul style="list-style-type: none"> ➤ Print with variety of objects ➤ Print with block colours ➤ Rubbings 	<ul style="list-style-type: none"> ➤ Repeating patterns ➤ Irregular painting patterns ➤ Simple symmetry



KEY STAGE ONE

Pupils should be taught:

- to use a range of materials creatively to design and make products
- to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination
- to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space
- 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

KEY STAGE TWO

Pupils should be taught to develop their techniques, including their control and their use of materials, with creativity, 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
- 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]
- about great artists, architects and designers in history.

KNOWLEDGE, SKILLS AND UNDERSTANDING BREAKDOWN FOR ART						
	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6

DRAWING	<ul style="list-style-type: none"> • Know how to communicate something about themselves in their drawings. • Know how to create moods in their drawings. • Know how to draw using pencils and crayons. • Know how to draw lines of different shapes and thickness, using different grades of pencils. 	<ul style="list-style-type: none"> • Know how to use different grades of pencils in their drawings. • Know how to use charcoal, pencils and pastels • Know how to create different tones using light and dark. • Know how to show patterns and texture in their drawings. • Know how to use a viewfinder to focus on a specific part of an artefact before drawing it. 	<ul style="list-style-type: none"> • Know how to show facial expressions in their drawings. • Know how to use their sketches to produce a final piece of work. • Know how to record by writing an explanation of their sketch in notes. • Know how to use different grades of pencil shades, to show tones and textures. 	<ul style="list-style-type: none"> • Know how to show facial expressions and body language in their sketches. • Know how to identify and draw simple objects, and use marks and lines to produce texture. • Know how to organise lines, tones, shapes and colours to represent figures and forms in movement. • Know how to show reflections. • Know what materials to choose and explain why they have chosen these specifically to draw with. 	<ul style="list-style-type: none"> • Know how to identify and draw simple objects, and use marks and lines to produce texture. • Know how to successfully use shading to create mood and feeling. • Know how to organise line, tone, shape and colour to represent figures and forms in movement. • Know how to show reflections. • Know what materials to choose and explain why they have chosen these specifically to draw with. • Know how to draw pictures with perspective. 	<ul style="list-style-type: none"> • Know how to ensure sketches communicate emotions. • Know why they have combined different tools to create their drawings and explain. • Know what implements to choose and explain why they have chosen specific drawing techniques. • Know how to draw pictures with perspective.
	KNOWLEDGE, SKILLS AND UNDERSTANDING BREAKDOWN FOR ART					
	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6

PAINTING	<ul style="list-style-type: none"> • Know how to communicate something about themselves in their paintings. • Know how to create moods in their paintings. • Know how to use thick and thin brushes as appropriate. • Know how to paint a picture of something they can see. <p>Know the primary and secondary colours.</p>	<ul style="list-style-type: none"> • Know how to mix paint to create all the secondary colour. • Know how to mix and match colours, predict outcomes. • Know how to make tints by adding colour to white. • Know how to make tones by adding black. 	<ul style="list-style-type: none"> • Know how to predict with accuracy the colour that they mix. • Know where the primary and secondary colours sit on a colour wheel. • Know how to produce a background using a wash. • Know how to use a range of brushes to create different effects. 	<ul style="list-style-type: none"> • Know how to create all the colours they need. • Know how to create mood in their paintings. • Know how to successfully use shading to create mood and feeling. 	<ul style="list-style-type: none"> • Know how to create a range of moods in their paintings. • Know how to express their emotions accurately through their paintings and sketches. 	<ul style="list-style-type: none"> • Know what their own style is and explain it. • Know how to use a wide range of techniques in their work. • Know about a range of painting techniques and explain why they have chosen specific ones.
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KNOWLEDGE, SKILLS AND UNDERSTANDING BREAKDOWN FOR ART						
	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6

<p>PRINTING</p>	<ul style="list-style-type: none"> • Know how to print with a variety of items. • Know how to design a printing block. 	<ul style="list-style-type: none"> • Know how to create a print inspired by an artist / craft maker / designer. • Know how to create a repeating pattern. • Know how to make a simple printing block. 	<ul style="list-style-type: none"> • Know how to design a printing block and use it to create a print. • Know how to make a 2 colour print. • Know how to identify pattern in the environment. 	<ul style="list-style-type: none"> • Know how to print using at least four colours. • Know how to create an accurate print design. 	<ul style="list-style-type: none"> • Know how to print using a number of colours. • Know how to create an accurate print design that meets a given criteria. 	<ul style="list-style-type: none"> • Know how to overprint using different colours. • Know how to make decisions about the effectiveness of their printing methods.
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TEXTILES/ 3D	<ul style="list-style-type: none"> • Know how to weave with fabric and thread. • Know how to add texture by using tools. • Know how to make a variety of shapes and structures. • Know how to cut, roll and coil mouldable materials. • Know how to create cords and plaits for decoration. • Know how to experiment with constructing and joining recycled, natural and manmade materials. 	<ul style="list-style-type: none"> • Know how to mould clay to achieve a specific criterion. • Know how to add line and shape to their work. • Know how to join fabric. • Know how to create part of a class textile freeze. • Know how to create cords and plaits for decoration. • Know how to use simple 2-D shapes to create a 3-D form. • Know how to manipulate malleable materials in a variety of ways including rolling and kneading. 	<ul style="list-style-type: none"> • Know how to join clay together using a range a techniques. • Know how to work with life size materials. • Know how to create pop ups? • Know how to sew fabric together. • Know how to use more than one type of stitch. • Know how to use sewing to add detail to a piece of work. • Know how to add texture to a piece of work. • Know how to experiment with paste resistance. • Know how to use papier mache to create a simple 3D object. • Know how to use simple Batik techniques. 	<ul style="list-style-type: none"> • Know how to experiment with and combine materials and processes to design and make 3D form. • Begin to sculpt clay and other mouldable materials. • Know how to use early textile and sewing skills as part of a project. • Know how to use papier mache to create a simple 3D object. • Know how to use simple Batik techniques. 	<ul style="list-style-type: none"> • Know how to combine materials and processes to design and make 3D form. • Know how to sculpt clay and other mouldable materials. • Know how to use textile and sewing skills as part of a project e.g. hanging, purse, textile book etc? This can include running stitch, cross stitch or backstitch. • Know how to use Batik techniques and experiment with batik techniques. • Know how to plan a sculpture through drawing and other preparatory work. 	<ul style="list-style-type: none"> • Know how to create models on a range of scales. • Know how to create work which is open to interpretation by the audience. • Know how to include both visual and tactile elements in their work. • Know how to use Batik techniques and experiment with batik techniques • Know how to plan a sculpture through drawing and other preparatory work.
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COLLAGE	<ul style="list-style-type: none"> • Know how to cut and tear paper and card for their collages. • Know how to gather and sort materials they will need. • Know how to sort materials according to texture and colour. 	<ul style="list-style-type: none"> • Know how to create individual and group collages. • Know how to use different kinds of materials on their collage and explain why they have chosen them. • Know how to use repeating patterns in their collage. 	<ul style="list-style-type: none"> • Know how to overlap materials. • Know how to experiment using different colours. • Know how to use mosaics. • Know how to use montage. 	<ul style="list-style-type: none"> • Know how to use mosaics to produce a pattern. • Know how to combine visual and tactile qualities. 	<ul style="list-style-type: none"> • Know how to use ceramic mosaics to produce a piece of art. • Know how to combine visual and tactile qualities to express mood and emotion. 	<ul style="list-style-type: none"> • Know how to explain ideas and justify materials they have chosen. • Know how to combine pattern, tone and shape.
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<p>SKETCH BOOKS</p>	<ul style="list-style-type: none"> • Know how to set out their ideas in their sketch books. 	<ul style="list-style-type: none"> • Begin to demonstrate their ideas through photographs and in their sketch books. • Know how to set out their ideas, using a variety of ideas and media in their sketch books. 	<ul style="list-style-type: none"> • Know how to use their sketch books to express feelings about a subject and to describe their likes and dislikes. • Know how to make notes in their sketchbooks about techniques used by an artist. • Know how to suggest improvements to their work by keeping notes in their sketch books. 	<ul style="list-style-type: none"> • Know how to use their sketch books to express their feelings about various subjects and to describe their likes and dislikes. • Know how to produce a montage all about themselves. • Know how to use their sketchbooks to adapt and improve their original ideas. 	<ul style="list-style-type: none"> • Know how to formulate ideas and keep notes in their sketch books about how they might develop their work. • Know how to use sketch books to compare and discuss ideas with others. 	<ul style="list-style-type: none"> • Know how to formulate ideas and keep notes in their sketch books about how they might develop their work. • Know how to compare their methods to those of others. • Know how to adapt and refine their work to reflect its meaning and purpose, keeping notes and annotations in their sketchbooks.
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KNOWLEDGE, SKILLS AND UNDERSTANDING BREAKDOWN FOR ART

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USE OF ICT	<ul style="list-style-type: none"> • Know how to use a simple painting program to create a picture. • Know how to use tools in a painting package. • Know how to make changes to their picture. 	<ul style="list-style-type: none"> • Know how to create a picture independently. • Know how to use simple ICT mark-making tools e.g. brush and pen tools. • Know how to edit their own work. 	<ul style="list-style-type: none"> • Know how to use the printed images they take with a digital camera and combine them with other media to produce artwork. • Know how to use ICT programs to create a piece of work that includes their own work and that of others (using the web) 	<ul style="list-style-type: none"> • Know how to create a piece of art work which includes the integration of digital images they have taken. • Know how to combine graphics and text based on their research. 	<ul style="list-style-type: none"> • Know how to create pieces of artwork which includes the integration of digital images they have taken. • Know how to combine graphics and text based on their research. • Know how to take digital photos and use software to later them, adapt them and create work with meaning. • Know how to create digital images with animation, video and sound to communicate their ideas. 	<ul style="list-style-type: none"> • Know how to use software packages to create pieces of digital art to design. • Know how to create a piece of art which can be used as part of a wider Presentation.
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KNOWLEDGE	<ul style="list-style-type: none"> • Describe what they can see and like in the work of another artist / craft maker/ designer. • Know how to ask sensible questions about a piece of art. • Verbalise what they like and dislike about a piece of work. 	<ul style="list-style-type: none"> • Know how to link colours to natural and man-made objects. • Know how other artist / craft makers / designers have used colour, pattern and shape. • Know how to use the style of another artist's work. • Know how to talk about likes and dislikes in relation to their own work and others. 	<ul style="list-style-type: none"> • Know how to compare the work of different artists. • Know how to explore work from other cultures. • Know how to explore artwork linked to their topic. • Begin to understand the viewpoints of others by looking at images of people and understand how they are feeling and what the artist is trying to express in their work. 	<ul style="list-style-type: none"> • Know how to experiment with different styles which artists have used. • Know how to explain art linked to their topic. 	<ul style="list-style-type: none"> • Know how to experiment with different styles which artists have used. • Know about the work of others by looking at their work in books, the internet, visit galleries and other sources of information. 	<ul style="list-style-type: none"> • Know how to make a record about the styles and qualities in their work. • Know how to verbalise what their work is influenced by. • Know how to include technical aspects in their work, e.g. architectural design.
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