

## *Art and Design Progression Plan Years 1 – 6*

Aspect	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<b>Exploring and developing ideas (Use of a sketchbook)</b>	Use sketchbooks to record and explore ideas about experiences, creative ideas and observations. Ask and answer questions about the starting points for their work, and develop their ideas.	Use sketchbooks to record and explore ideas from a variety of starting points, including the natural world, manmade objects, fantasy and stories. Ask and answer questions about the starting points for their work and the processes they have used. Develop their ideas.	Use sketchbooks to record and explore ideas. Identify different aspects of objects and make thoughtful observations about starting points and select ideas to use in their work.	Use sketchbooks to record and explore ideas. Select and record visual and other information to develop ideas on a theme using mood boards. Question and make thoughtful observations about starting points and select ideas to use in their work.	Use sketchbooks to record and explore ideas from a variety of starting points. Explain how an idea has developed over time. e.g. annotating mood boards/sketchbooks.	Use sketchbooks to record and explore ideas from a variety of starting points. Explain intentions when developing ideas, identifying any changes and improvements made as work progresses e.g. annotating mood boards/sketchbooks.
<b>Selection of materials</b>	Describe the sensory properties of a range of different materials and decide which ones to use when making something.	Choose appropriate tools and techniques for a given project.	Explain the purpose of a given task and identify the ideal materials and tools for the job.	Investigate, combine and organise visual and tactile qualities of materials and processes when making something.	Combine a range of media within a piece of work and explain the desired effect.	Describe how the techniques and themes used by other artists and genres have been developed in their own work.
<b>Drawing (Line and Tone)</b>	Use lines to represent a shape or outline from observations. Invent new lines and shapes. Use lines of different thickness	Use line and tone (to show light and shade) to draw shape, pattern and texture.  Draw real objects for a sustained period of time including single and group objects.	Use a range of drawing media (crayons, pastels, charcoal etc..) to draw natural and man made items, giving attention to pattern, shape and form.	Draw from close observation to capture fine details. Use tone to emphasize form.  Work in a sustained and independent way from observation, imagination and experience.	Use simple rules of perspective in drawings of figures and buildings.  Use cross hatching to add tonal detail.	Use a variety of drawing media to represent light, form, shade, pattern and texture in a range of drawing work.  Use pen and ink to add line, tone and perspective e.g tonal ink wash.
<b>Painting (Colour)</b>	Apply paint using a range of tools e.g. Large brushes, hands, feet, rollers and pads  Name primary colours and collate colours into groups of similar shades.	Identify which colours are secondary and know which colours are used to make them. Mix paint colours to suit a task.  Select and match colours when painting from observation, explaining how	Copy and create patterns and textures with a range of paints.  Create and use a palette of natural colours to paint from the outdoor environment.	Add textual materials to paint, to create a desired effect.  Use complementary and contrasting colours for effect.	Use paint application techniques to create mood and atmosphere in paintings.  Add black and white to paint to create subtle tints and tones, light and shade.	Use paint techniques characteristic of a specific genre e.g. particular brush strokes, colours and paint application techniques.  Mix and use colour to reflect mood and atmosphere.

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		different colours make them feel.				
<b>3-D and sculpture (Form)</b>	<p>Handle and manipulate rigid and malleable materials and say how they feel.</p> <p>Use modelling materials to create a realistic or imaginative form.</p>	<p>Manipulate clay for a variety of purposes that are realistic or imagined, e.g. thumb pots and models.</p>	<p>Use a range of modelling materials and tools to create natural forms such as leaves, shells, flowers and animals, showing an awareness of different viewpoints of the same object.</p>	<p>Add embellishments and decorations to enhance a form or sculpture.</p> <p>Use 3D materials to sculpt a human form.</p>	<p>Carve and sculpt materials using a range of tools and finishing techniques e.g. sanding, etching and smoothing.</p> <p>Create cylindrical and spherical forms using a range of media.</p>	<p>Create abstract forms choosing appropriate tools and materials, demonstrating the awareness and influence of a specific art genre.</p> <p>Use 3D shapes to create an abstract form or sculpture, juxtaposing individual components.</p>
<b>Printmaking (Pattern)</b>	<p>Create simple mono prints using a range of printing utensils.</p> <p>Build a repeating pattern and recognise patterns within the environment.</p>	<p>Create single and multi-coloured prints using a range of printing techniques.</p> <p>Design patterns of increasing complexity and repetition.</p>	<p>Make repeat pattern prints for decorative purposes using various natural materials.</p>	<p>Use a motif and stencil to create a mono or repeat print.</p>	<p>Create a detailed block for printing using string, card, foam or lino.</p>	<p>Create abstract prints which involve experimentation with colour, size, shape and repetition.</p>
<b>Collage (Texture)</b>	<p>Cut, fold, crumple, overlap, tear paper and glue it to a surface.</p>	<p>Cut and tear fabrics and papers, attaching them using different joining techniques.</p> <p>Make simple mosaics.</p>	<p>Create textured collages by using a variety of materials to create a collage on a theme.</p> <p>Sort and group materials for different purposes (colour/texture).</p>	<p>Experiment with a range of media to achieve a particular purpose e.g. create a photo montage of digital images.</p>	<p>Use collage as a means of collecting ideas and information and building a visual vocabulary.</p> <p>Create a monochromatic collage which incorporates text.</p>	<p>Use collage as means of extending work from initial ideas.</p> <p>Embellish a 3D form using collage techniques (decoupage).</p>
<b>Textiles</b>	<p>Cut and shape fabric using scissors/snips. Apply shapes with glue. Add decoration using beads, buttons, feathers etc</p>	<p>Change and modify threads and fabrics by knotting, fraying, fringing, pulling threads, twisting, plaiting.</p> <p>Use fabric crayons and create and use dyes to modify the</p>	<p>Learn how to thread a needle.</p> <p>Use simple stitching techniques e.g. cross stitch to add textual detail to fabrics.</p>	<p>Develop skills in stitching by joining fabrics in different ways.</p> <p>Experiment with applique.</p>	<p>Experiment with a range of media to overlap and layer creating interesting colours and textures and effects.</p> <p>Experiment with paste resist/batik techniques.</p>	<p>Experiment with a range of media to overlap and layer creating interesting colours and textures and effects.</p> <p>Use fabrics to create 3D forms.</p>

*All things are possible if you believe Mark 9:23*

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	Use weaving techniques e.g. weave grass through sticks.	colour of fabric e.g. onion skins, tea.				
<b>Photography and Digital Media</b>	<p>Take a self portrait or a photograph of somebody else.</p> <p>Use a simple graphics package to create images and effects with lines.</p>	<p>Use a zoom feature to show an object in detail.</p> <p>Use a simple graphics package to create images by changing the size of brushes in response to ideas. Use simple filters to manipulate and create images. Use basic selection and cropping tools.</p>	<p>Take photographs and explain their creative vision.</p> <p>Use a graphics package to create images and effects with lines, by controlling the brush tool with increased precision. Changing the type of brush to an appropriate style e.g. charcoal. Create shapes by making selections to cut, duplicate and repeat.</p>	<p>Take a picture from an unusual or thought provoking viewpoint.</p> <p>Present recorded visual images using software e.g. Photostory, PowerPoint. Experiment with colours and textures by making an appropriate choice of special effects and simple filters to manipulate and create images for a particular purpose.</p>	<p>Compose a photograph with an emphasis on textual qualities, light and shade.</p> <p>Use a graphics package to create and manipulate new images. Be able to import an image (scanned, retrieved, taken) into a graphics package.</p>	<p>Combine images using digital technology, colour, size and rotation.</p> <p>Understand that a digital image is created by layering. Create layered images from original ideas (sketchbooks etc.)</p>
<b>Evaluating their own/others' work</b>	Review what they and others have done and outline personal likes and dislikes through discussion.	Review what they and others have done and outline the main successes and challenges encountered when completing a piece of artwork. Annotate sketchbook.	Compare ideas, methods and approaches in their own and others' work and say what they think and feel about them. Make suggestions for ways to adapt/improve their own artwork. Annotate work in sketchbook.	Compare ideas, methods and approaches in their own and others' work. Comment on similarities/differences between own and others' work, describing what they feel about both.	Compare and comment on ideas/methods/approaches in own and others work (relating to context).	Explain how studying other artists work has influenced and developed their own. Adapt and refine own work in light of evaluations.
<b>Exploring and appreciating the work of artists, craftspeople and designers throughout different cultures and times in history.</b>	Outline personal likes and dislikes regarding a piece of art.	Explain what they like/dislike about an artwork, comparing it with other pieces of art.	Use a range of artistic vocabulary to compare artwork of a particular genre or movement.	Compare and comment on a number of artworks on a similar theme, explaining the approaches taken by different artists or genres.	Explain how a piece of artwork makes them feel, explaining views related to effects e.g. colour and pattern.	Describe and explain the ideas, methods and techniques used to create artwork on a particular theme or genre.