## Skills \& Knowledge Progression: Art

| National Curriculum aims \& purpose: |  | School aims - skills, attitudes and knowledge that we would like all children to develop on their journey through the school |  |
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| Art, craft and design embody some of the highest forms of art and design education should engage, inspire and challeng the knowledge and skills to experiment, invent and create $\dagger$ design. As pupils progress, they should be able to think critica rigorous understanding of art and design. They should also reflect and shape our history, and contribute to the culture nation. <br> Aims: <br> - produce creative work, exploring ideas and recording <br> - become proficient in drawing, painting, sculpture and techniques <br> - evaluate and analyse creative works using the langua <br> - know about great artists, craft makers and designer understand the historical \& cultural development of | creativity. A high-quality equipping them with works of art, craft and develop a more art and design both ity and wealth of our <br> nces <br> t, craft and design <br> , craft and design <br> rms | Art stimulates imagination and and feel in ways that words universal language of colour, combine these in new ways. <br> As a result of all this, we bel with a range of visual, tactile with a rich diet of art throug both key artistic skills and an expressive, open, curious and <br> Our Art and Design curricul revised and built upon each $y$ - including questioning and obs analysis to foster creativity Alongside this, we have also these great painters, sculptors appreciation of their work, as provide a platform on which | reativity. Art enables us to communicate what we see, think simply are not capable of. Art provides us with both a ure, form and pattern, and with limitless opportunities to <br> that it is vital for all children to experience and engage sensory experiences, it is essential that we provide them their primary education. This equips our children with joyment of the subject that will help them to become ependent adults. <br> entifies six core strands, which are each returned to, Central to these is the ability to explore and develop ideas vation of the world around us, the use of discussion and the study of the role of artists, architects and designers. ified artists to study in each year group. The work of and designers is used to stimulate discussion and an ll as inspiring artwork of our own. Their lives and work also evelop the use of the language and vocabulary of art. |
| Links to learning in EYFS: | Links to other subjects / curriculum areas: |  | Experiences every child should have: |
| Expressive Arts \& Design <br> Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. <br> - Explore what happens when they mix colours. <br> - Understand that different media can be combined to create new effects. <br> - Create simple representations of events, people and objects. <br> - Choose particular colours to use for a purpose. <br> - Use what they have learnt about media and materials in original ways, thinking about uses and purposes. Represent their own ideas, thoughts and feelings through design and technology, art, music, dance, role play and stories. | - Maths - exploring patt and recognising how ce Fibonacci sequence) r <br> - PE - using dance, silhou human form as the basis techniques to capture forms <br> - English - discussion and artists being studied; support drama and stor illustrators and creati existing stories <br> - Computing - creating images <br> - RE - the role of art, sculp buildings and their sym | rns, symmetry and sequences, tain numerical strings (eg. the ur often in nature. <br> ttes, body angles and the for artwork; exploring otion in still images and <br> debate around artworks and aking and using masks to telling; studying the work of new illustrations for <br> ital art and manipulating <br> lpture etc in religious olic meanings | - Work collaboratively with an artist. <br> Meet significant artists, discuss their work with them, give honest feedback on their work and be able to comment on their style. <br> See an artist in action and talk to them about their work, process and inspirations Visit galleries, both locally and nationally, and have opportunities to learn more about the historical and cultural significance of the artwork they encounter. Work collaboratively on a large scale piece. Show their work in a school or local show, and receive feedback from their audience. <br> Experience the process of 'being' an artist, working on canvas, organising, using and caring for their tools and seeking out new inspiration. |

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## Opportunities to develop and use Learning Powers in our curriculum

| Curiosity | - Investigating colour, texture, form and pattern <br> - Developing understanding through questioning - How has that been created? What materials have been used? What effect does that have when you look at it, feel it etc? <br> - Exploring the capabilities, potential and limitations of materials and different artistic mediums <br> - Having opportunities to try things out, go wrong and take risks |
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| Independence | - Developing imaginative and innovative ways of creating art <br> - Selecting materials and equipment, and justify choices <br> - Considering how to use different mediums independently, mixing power paints/ combining two mediums, <br> - Understanding how to use tools, adhesives, paints and other medium safely. <br> - Learning skills needed by independent adults (eg. mixing, cutting, gluing) |
| Empathy | - Considering the needs, wants and preferences of others when working <br> - Understanding issues of sustainability, recycling and the environmental impact of items, and recognise how products may have an impact beyond those that were initially intended <br> - Thinking about how particular works of art make the viewer feel and how this can be incorporated into new pieces <br> - Giving honest feedback to others so that they can develop and improve their work |
| Perseverance | - Setting ambitious goals for a task - What can we do that will make this better? Can we develop/improve a given technique. Can a different technique be used to create a better finish or final piece <br> - Maintaining attention on a long-term project (eg. Developing different printing techniques before deciding on a final piece) <br> - Coping with setbacks and demonstrate resourcefulness when tackling practical problems |
| Reflectiveness | - Breaking tasks down into small steps and developing logical thinking <br> - Evaluating pieces of art at several stages and continually revise and improve <br> - Developing own success criteria and ways in which these can be agreed <br> - Using findings from enquiries, investigations, discussions or analysis of existing artworks to support further development <br> - Taking feedback from others and using this to make improvements to a final piece. |
| Cooperation | - Presenting and sharing work with others <br> - Working in teams to complete larger pieces of work (sculptures, textiles pieces) <br> - Imitating the work of famous artist's style - with an understanding on how it may have shaped different cultures. <br> - Sharing resources, tools and ways of working. <br> - Exploring textiles, patterns, forms and techniques from other cultures. |

## Skills \& Knowledge Progression: Art

| Year group | Exploring and developing ideas | Drawing | Painting | Printing | Textiles | 3D Form |
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|  | - Record and explore ideas from first hand observation, experience and imagination. <br> - Ask and answer questions about the starting points for their work, and develop their ideas. <br> - Explore the differences and similarities within the work of artists, craftspeople and designers in different times and cultures. | - Use a variety of tools, <br> e. 9 pencils, crayons, pastels, felt tips, charcoal, chalk and other dry media. <br> - Use a sketchbook to gather and collect artwork. <br> - Begin to explore the use of line shape and colour | - Use a variety of tools and techniques including the use of different brush sizes and types. <br> - Mix and match colours to artefacts and objects. <br> - Work on different scales. <br> - Six secondary colours and shades using different types of paint. <br> - Create different textures e.g. use of sawdust. | - Make marks in print with a variety of objects, including natural and made objects. <br> - Carry out different printing techniques e.g. monoprint, block, relief and resist printing. <br> - Build a repeating pattern and recognise pattern in the environment. | - Use a variety of techniques, e.g. weaving, fabric crayons, sewing. <br> - How to thread a needle, cut, glue and trim material. <br> - Create images from imagination, experience or observation. <br> - Use a wide variety of media, inc. photocopied material, fabric, plastic, tissue, magazines, crepe paper, etc. | - Manipulate clay in a variety of ways, e.g. rolling, kneading and shaping. <br> - Explore sculpture with a range of malleable media, especially clay. <br> - Experiment with, construct and join recycled, natural and manmade materials. <br> - Explore shape and form. |
|  | - Record and explore ideas from first hand observation, experience and imagination. <br> - Ask and answer questions about the starting points for their work and the processes they have used. Develop their ideas. <br> - Explore the differences and similarities within the work of artists, craftspeople and designers in different times and cultures. | - Layer different media, e.g. crayons, pastels, felt tips and charcoal. Understand the basic use of a sketchbook and work out ideas for drawings. <br> - Draw for a sustained period of time from the figure and real objects, including single and grouped objects. <br> - Experimentwith the visual elements: line, shape, pattern and colour. | - Mix a range of secondary colours, shades and tones. <br> - Experiment with tools and techniques, e.g. layering, mixing media, scraping through etc. <br> - Name different types of paint and their properties. <br> - Work on a range of scales. large brush on large paper etc. <br> - Mix and match colours using artefacts and objects. | - Use a variety of techniques, e.g printing, relief, press printing and rubbings. <br> - Design patterns of increasing complexity and repetition. <br> - Print using a variety of materials, objects and techniques. | - Use a variety of techniques, e. 9 weaving, tie-dyeing, fabric paints and wax or oil resist and sewing techniques. <br> - Create textured collages from a variety of media. <br> - Make a simple mosaic. <br> - Stitch, knot and use other manipulative skills. | - Manipulate clay for a variety of purposes, e.g thumb pots, simple coil pots and models. <br> - Build a textured relief tile. <br> - Understand the safety and basic care of materials and tools. Experiment with, construct and join recycled, natural and man- made materials more confidently. |
|  | - Select and record from first hand observation, experience and imagination, and explore ideas for different purposes. <br> - Question and make thoughtful observations about starting points and select ideas to use in their work. <br> - Explore the roles and purposes of artists, craftspeople and designers working in different times and cultures. | - Experiment with different pencils and other implements. <br> - Plan, refine and alter drawings as necessary. <br> - Use their sketchbook to collect and record visual information from different sources. <br> - Draw for a sustained period of time at their own level. <br> - Use different media to achieve variations in line, texture, tone, colour, shape and pattern | - Mix a variety of colours and know which primary colours make secondary colours. <br> - Use a developed colour vocabulary. <br> - Experiment with different effects and textures eg. blocking in colour, washes, thickened paint etc. <br> - Work confidently on a range of scales e.g. thin brush on small picture etc. | - Print using a variety of materials, objects and techniques including layering, collagraphs. <br> - Talk about the processes used to produce a simple print. <br> - Explore pattern and shape, creating designs for printing. | - Use a variety of techniques, e.g printing, tie dying, weaving, embroidery, paper and appliqué. <br> - Name the tools and materials they have used. <br> - Develop skills in stitching. Cutting and joining. <br> - Experiment with a range of media e.g. overlapping, layering etc. | - Join clay adequately and work reasonably independently. <br> - Construct a simple clay base for extending and modelling other shapes. <br> - Cut and join wood safely and effectively. <br> - Make a simple papier mache object. <br> - Plan, design and make models. |

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|  | - Select and record from first hand observation, experience and imagination, and explore ideas for different purposes. <br> - Question and make thoughtful observations about starting points and select ideas to use in their work. <br> - Explore the roles and purposes of artists, craftspeople and designers working in different times and cultures. | - Make informed choices in drawing, paper and media. <br> - Alter and refine drawings and describe changes using art vocabulary. <br> - Collect images and information independently in a sketchbook. <br> - Use research to inspire drawings from memory and imagination. <br> - Explore relationships between line and tone, pattern and shape, line and texture. | - Make and match colours with increasing accuracy. <br> - Use more specific colour language e.g. tint, tone, shade. <br> - Choose paints and implements appropriately. <br> - Plan and create different effects and textures with paint according to what they need for the task. <br> - Show increasing independence and creativity with the painting process. | - Research, create and refine a print using a variety of techniques. <br> - Select broadly the kinds of material to print with in order to get the effect they want <br> - Resist printing including marbling, aluminum printing | - Match the tool to the material. <br> - Combine skills more readily. <br> - Choose collage or textiles as a means of extending work already achieved. <br> - Refine and alter ideas and explain choices using an art vocabulary. <br> - Collect visual <br> - information from a variety of sources, describing with <br> - vocabulary based on the visual and tactile elements. <br> - Experiment with paste resist. | - Make informed choices about the 3 D technique chosen. <br> - Show an understanding of shape, space and form. <br> - Plan, design, make and adapt models. <br> - Talk about their work understanding that it has been sculpted, modelled or constructed. <br> - Use a variety of materials. |
|  | - Select and record from first hand observation experience and imagination, and explore ideas for different purposes. <br> - Question and make thoughtful observations about starting points and select ideas and processes to use in their work. <br> - Explore the roles and purposes of artists, craftspeople and designers working in different times and cultures. | - Use a variety of source material for their work. <br> - Work in a sustained and independent way from observation, experience and imagination. <br> - Use a sketchbook to develop ideas. <br> - Explore the potential properties of the visual elements, line, tone, pattern, texture, colour and shape. | - Demonstrate a secure knowledge about primary and secondary, warm and cold, complementary and contrasting colours. <br> - Work on preliminary studies to test media and materials. <br> - Create imaginative work from a variety of sources. | - Explain a few techniques, e.g the use of polyblocks, relief, mono and resist printing. <br> - Choose the printing method appropriate to task. <br> - Build up layers and colours/textures. <br> - Organise their work in terms of pattern, repetition, symmetry or random printing <br> - Choose inks and overlay colours | - Join fabrics in different ways, including stitching. <br> - Use different grades and uses of threads and needles. <br> - Extend their work within a specified technique. <br> - Use a range of media to create collage. <br> - Experiment with using batik safely. | - Describe the different qualities involved in modelling, sculpture and construction. <br> - Use recycled, natural and manmade materials to create sculpture. <br> - Plan a sculpture through drawing and other preparatory work. |



