

ART AND DESIGN PROGRESSION OF KNOWLEDGE OVERVIEW

	KS1 Objectives			KS2 Objectives			
	<ul style="list-style-type: none"> Use a range of materials creatively to design and make products Share ideas using drawing, painting and sculpture Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space Learn about the work of a diverse range of artists, craft makers and designers, describing different practices and disciplines and make links to their own work 			<ul style="list-style-type: none"> Create sketchbooks to record their observations and use them to review and revisit their ideas Improve mastery of techniques Learn about a diverse range of great artists, architects and designers in history 			
	EYFS	Y1	Y2	Y3	Y4	Y5	Y6
Develop Ideas	<ul style="list-style-type: none"> Develop ideas from given starting points. Explore ideas and collect visual information. Explore different methods and materials as ideas develop. 			<ul style="list-style-type: none"> Develop ideas from starting points throughout the curriculum Collect information, sketches and resources Adapt and refine ideas as they progress. Comment on artworks using visual language 		<ul style="list-style-type: none"> Develop and imaginatively extend ideas from starting points throughout the curriculum Collect information, sketches and resources and present ideas imaginatively in a sketch book Use the qualities of materials to enhance ideas Spot the potential in unexpected results as work progresses Comment on artworks with a fluent grasp of visual language 	
Drawing (pencil, charcoal, pastels, chalks, digital)	<ul style="list-style-type: none"> Use a variety of drawing tools Use drawings to tell a story Investigate different lines Create drawings from observations 	<ul style="list-style-type: none"> Extend variety of drawing tools Explore different textures Draw lines of different size and thickness 	<ul style="list-style-type: none"> Colour own work neatly following the lines Show pattern and texture by adding dots and lines Show different tones by using coloured pencils 	<ul style="list-style-type: none"> Use a range of sketching pencils to show tone and texture Annotate sketches to explain and elaborate ideas Experiment with different tools and surfaces Close observations Make accurate drawings of people 	<ul style="list-style-type: none"> Scale and proportion Explore perspective Work on a variety of scales Use shading to show light and shadow to record from observation Sketch lightly – no need to use a rubber to correct mistakes Use hatching and cross hatching to show tone and textures 	<ul style="list-style-type: none"> Use a variety of techniques to add interesting effects (reflections, shadows, direction of light) Interpret the texture of a surface 	<ul style="list-style-type: none"> Explore the effect of light on people and objects Use a choice of techniques to depict movement, perspective, shadows and reflection Use lines to represent movement Use a style of drawing suitable for the work (e.g. realistic or impressionistic)

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Painting	<ul style="list-style-type: none"> Experiment with and use primary colours Name colours mixing 	<ul style="list-style-type: none"> Name all the colours Mixing of colours Apply paint with a range of tools Primary and secondary colours 	<ul style="list-style-type: none"> Make as many tones of one colour as possible using white to make tints and black to colours to make tones Make colour wheels Explore painting techniques – dotting, scratching Use thick and thin brushes 	<ul style="list-style-type: none"> Intro to different types of brushes for different purposes Use a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines 	<ul style="list-style-type: none"> Colour mixing and matching – tint, tone, shade Use colour to reflect mood and emotion Experiment with water colour paint to produce backgrounds 	<ul style="list-style-type: none"> Introduce acrylic paint to create visually interesting pieces Develop water colour painting Develop fine brush strokes Use brush techniques and the qualities (e.g. thickness, colour intensity) of paint to create texture 	<ul style="list-style-type: none"> Sketch lightly before painting to combine line and colour Combine colours, tones and tints to enhance the mood Hue, tint, shade and mood Explore the effect of texture using paint Develop a personal style of painting, drawing upon ideas from other artists
Printing	<ul style="list-style-type: none"> Experiment with variety of rubbings Print with a variety of objects 	<ul style="list-style-type: none"> Create patterns Develop impressed images 	<ul style="list-style-type: none"> Mimic print from the environment (wallpapers) Use objects to create prints Identify different forms printing takes 	<ul style="list-style-type: none"> Use layers of two or more colours Relief and impressed printing Explore texture and mono-printing Make precise/repeating patterns 	<ul style="list-style-type: none"> Replicate patterns observed in natural or built environments Modify and adapt print Explore colour mixing through overlapping prints 	<ul style="list-style-type: none"> Combine prints Build up layers of colours Create an accurate pattern using fine detail 	<ul style="list-style-type: none"> Screen printing Lino printing Explore printing techniques used by other artists
Collage	<ul style="list-style-type: none"> Handle and manipulate a range of materials 	<ul style="list-style-type: none"> Use a combination of materials that are cut, torn and glued 	<ul style="list-style-type: none"> Mix materials to create texture 	<ul style="list-style-type: none"> Select and arrange materials for effect Ensure work is precise Use coiling, overlapping, tessellation, mosaic and montage 	<ul style="list-style-type: none"> Use wider variety of stitches 	<ul style="list-style-type: none"> Select and use own materials Mix textures (rough, smooth, plain and patterned) Combine visual and tactile qualities 	<ul style="list-style-type: none"> Apply knowledge of different techniques to express feelings Use ceramic mosaic materials and techniques
Textiles	<ul style="list-style-type: none"> Join materials using glue and/or a stitch. Use plaiting. Use weaving to create a pattern. 			<ul style="list-style-type: none"> Shape and stitch materials Use basic cross stitch and back stitch 	<ul style="list-style-type: none"> Create weavings Quilt, pad and gather fabric Explore batik 	<ul style="list-style-type: none"> Choose from a range of stitching techniques 	<ul style="list-style-type: none"> Show precision in techniques Combine previously learned

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							techniques to create pieces
Sculpture	<ul style="list-style-type: none"> • Shape and model with a range of everyday objects 	<ul style="list-style-type: none"> • Use everyday materials to make known objects – rolled up paper, straws. Clay and card • Use techniques such as pinch, roll, cut, mould and carve • develop understanding of 2D 3D 	<ul style="list-style-type: none"> • Shape and form from direct observation • Replicate pattern, lines and texture in 3D form 	<ul style="list-style-type: none"> • Develop confidence working with clay • Understand different adhesives and methods of construction • Shape, form, model and construct to create recognisable forms 	<ul style="list-style-type: none"> • Analyse and interpret natural and man-made forms of construction • Use clay and other mouldable materials • Add materials to provide interesting detail 	<ul style="list-style-type: none"> • Shape, form model and join materials • Explore properties of different media • Combine visual and tactile elements 	<ul style="list-style-type: none"> • Use frameworks (such as wire or moulds) to provide stability and form • Use observation or imagination as a starting point • Show life-like qualities and real-life proportions • Use tools to carve and add shapes. Texture and pattern
Digital Media	Use a wide range of tools to create different shapes, colours, lines, tones and textures			Create images, video and sound recordings and explain why they were created		Enhance digital media by editing (including sound, video, animation, still images and installations)	
Inspiration from Great Artists	<ul style="list-style-type: none"> • Describe the work of notable artists, artisans and designers. • Use some of the ideas of artists studied to create pieces. 			<ul style="list-style-type: none"> • Replicate some of the techniques used by a diverse range of artists, artisans and designers. • Create original pieces that are influenced by studies of others 		<ul style="list-style-type: none"> • Give details (including own sketches) about the style of a diverse range of artists, artisans and designers. • Show how the work of those studied was influential in both society and to other artists. • Create original pieces that show a range of influences and styles 	