Art Curriculum Progression

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| **Art – Early Years** |
| **To use vocabulary:** |
| build, roll, join, bend, fold, stick, glue, cut, material, crayon, felt-tip, brush, paint, colours, flat, camera, photo, app, print, press, rub, pattern |

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| **Art - Y1** |
| **To develop ideas** |
| Record and explore ideas from first hand observation, experience and imagination with support. |
| Explore different methods and materials with support as ideas develop. |
| Ask and answer questions about the starting points for their work |
| **To master techniques - Painting** |
| Use thick and thin brushes. |
| Mix colours and shades |
| Use different types of paint. |
| Create different textures (e,g, use sand or sawdust in paint) |
| **To master techniques – Collage** |
| Use a combination of materials that are cut, torn and glued (tissue, magazines, crepe paper etc.) |
| Sort and arrange materials. |
| Create images from imagination, experience or observations |
| **To master techniques - Sculpture** |
| Use rolled up paper, straws, paper, card as materials. |
| Manipulate clay in a variety of ways (e.g. rolling, kneading and shaping) |
| Experiment with, construct and join recycled, natural and man-made materials |
| **To master techniques – Drawing** |
| Begin to explore the use of line, shape and colour. |
| Begin to colour (own work) neatly following the lines. |
| Use a variety of tools inc. pencils, rubbers, crayons, pastels, felt tips etc, |
| **To master techniques – Print** |
| Make marks in print with a variety of objects including natural and manmade objects. |
| Make rubbings |
| Build a repeating pattern |
| Recognise pattern in the environment |
| **To master techniques – Textiles** |
| Experiment with weaving, beginning to make a pattern.  |
| Cut, glue and trim material. |
| **To master techniques - Digital Media** |
| Create a digital image using tools to make different colours, lines and shapes. |
| **To take inspiration from the greats (classic and modern)** |
| Describe the work of notable artists, artisans and designers. |
| Use some of the ideas of artists studied to create pieces with support. |
| **To use vocabulary:** |
| Printing: mark, rubbing, repeat, pattern, print, imageDigital Media: digital image, colour, line, shape, camera, enlargeCollage: tear, glue, sort, mix, collageDraw: line, shape, pastel, sketch pencil, thick, thin, narrow, fine, detailPainting: primary colours, poster paint, marbling, block colour, light, dark, warm, cold, bright, dullTextiles: weave, pattern, trim, material, sew, cotton, needle, join Sculpture: roll, experiment, man-made, clay, construct, model, knead, recycle, fold, shape, join, bend  |

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| **Art – Y2** |
| **To develop ideas** |
| Record and explore ideas from first hand observation, experience and imagination. |
| Explore different methods and materials as ideas develop. |
| Ask and answer questions about the starting points for their work and the processes they have used. |
| **To master techniques - Painting** |
| Use a variety of tools and techniques including the use of different brush sizes and types |
| Mix primary colours to make secondary. |
| Add white to colours to make tints and black to colours to make tones. |
| Create colour wheels |
| **To master techniques – Collage** |
| Use a combination of materials that are cut, torn and glued (e.g. fabric, plastic, different papers etc.) |
| Create textured collages from a variety of media |
| Make a simple mosaic. |
| **To master techniques - Sculpture** |
| Use a combination of shapes. |
| Include lines and texture. |
| Use techniques such as rolling, cutting, moulding and carving. |
| Construct and join a variety of materials including recycled, natural and man-made materials with more accuracy. |
| **To master techniques – Drawing** |
| Draw lines of different sizes and thickness. |
| Colour (own work) neatly following the lines. |
| Show pattern and texture by adding dots and lines. |
| Show different tones by using coloured pencils. |
| **To master techniques – Print** |
| Use repeating or overlapping shapes. |
| Mimic print from the environment (e.g. wallpapers). |
| Use objects to create prints (e.g. fruit, vegetables or sponges). |
| Press, roll, rub and stamp to make prints. |
| **To master techniques – Textiles** |
| Use weaving to create a pattern. |
| Join materials using glue and/or a stitch. |
| **To master techniques - Digital Media** |
| Create a digital image using tools to make different colours, tones, textures, lines and shapes. |
| **To take inspiration from the greats (classic and modern)** |
| Explore the differences and similarities within the work of artists, craftspeople and designers in different times and cultures. |
| Use some of the ideas of artists studied to create pieces. |
| **To use vocabulary:** |
| Printing: overlap, stamp, repeat, mimic, object, press, roll, rub, reverse, rotate Digital Media: digital image, cut, paste, text boxCollage: combine, texture, variety, mosaic, mixed mediaDraw: thick, thin, pattern, texture, tone, soft, broad, charcoal Painting: secondary colours, shades, marbling, texture, tone, light, dark, tint, thick, thin, warm, cold, bright, dull, broad stroke, small stroke, long stroke, short strokeTextiles: attach, stitch, felt, hessian, yarn Sculpture: combine, construct, line, texture, roll, cut, mould, carve, natural, man-made, sculpt, structure, impress, curve |

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| **Art – Y3** |
| **To develop ideas** |
| Explore ideas for different purposes. |
| Collect information and resources. |
| Question and make thoughtful observations about starting points and select ideas to use in their work. |
| **To master techniques - Painting** |
| Use a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines. |
| Mix colours effectively knowing which primary colours make secondary colours. |
| Use watercolour paint to produce washes for backgrounds then add detail. |
| Experiment with creating mood with colour beginning to develop a colour vocabulary. |
| **To master techniques – Collage** |
| Select and arrange materials by overlapping, layering etc. |
| Use tessellation and more complex mosaic. |
| **To master techniques - Sculpture** |
| Create and combine shapes to create recognisable forms (e.g. shapes made from nets or solid materials). |
| Use clay and other mouldable materials. |
| Add materials to provide interesting detail. |
| **To master techniques – Drawing** |
| Experiment with different grades of pencil  |
| Label sketches to begin to explain and elaborate ideas.  |
| Begin to sketch lightly (no need to use a rubber to correct mistakes). |
| Use shading to show light and shadow. |
| **To master techniques – Print** |
| Replicate patterns from the environment (e.g. wallpapers, existing artwork)   |
| Use layers of two colours in a design. |
| Make printing blocks (e.g. from coiled string glued to a block). |
| Make precise repeating patterns. |
| **To master techniques – Textiles** |
| Shape materials. |
| Use basic cross stitch and back stitch. |
| Colour fabric. |
| Create weavings. |
| **To master techniques - Digital Media** |
| Create images, video and sound recordings. |
| **To take inspiration from the greats (classic and modern)** |
| Replicate some of the techniques used by notable artists, artisans and designers. |
| **To use vocabulary:** |
| Printing: replicate, imprint, layer, design, blocks, precise, background, stencil, mould Digital Media: video, sound recording, layer, scale, green screen, saturation Collage: arrange, overlap, layer, tessellation, complexDraw: grades, elaborate, blending, light, shading, shadow, position, labelPainting: tint, bold, delicate, watercolour, wash, background, foreground, mood, colour descriptors: emerald, rose, long stroke, short stroke, broad stroke, small strokeTextiles: shape, cross-stitch, back-stitch, running-stitch, fabric, natural, synthetic, threading, tease Sculpture: create, recognise, net, solid, mouldable, interest, detail, 2D, 3D |

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| **Art – Y4** |
| **To develop ideas** |
| Explore ideas for different purposes and audiences. |
| Collect information, sketches and resources. |
| Adapt and refine ideas as they progress. |
| Comment on artworks choosing visual language from a choice. |
| **To master techniques - Painting** |
| Plan and create different effects and texture with paint according to what they need for the task. |
| Make and match colours with increasing accuracy |
| Choose paints and implements appropriately. |
| Use more specific colour language e.g. tint, tone, shade, hue. |
| **To master techniques – Collage** |
| Select and arrange materials for a striking effect. |
| Ensure work is precise. |
| Use coiling and montage. |
| **To master techniques - Sculpture** |
| Include texture that conveys feelings, expression or movement. |
| Join clay and other mouldable materials adequately and work reasonably independently. |
| Use a variety of materials making informed choices about the 3D technique chosen. |
| **To master techniques – Drawing** |
| Use different grades of pencils to show line, tone and texture. |
| Annotate sketches to explain and elaborate ideas. |
| Sketch lightly (no need to use a rubber to correct mistakes). |
| Use hatching and cross hatching to show tone and texture. |
| **To master techniques – Print** |
| Use layers of three colours. |
| Replicate patterns observed in natural or built environments.  |
| Make printing blocks using materials chosen to get an effect they want.  |
| Make precise repeating patterns of a more complicated design. |
| **To master techniques – Textiles** |
| Shape and stitch materials. |
| Use blanket stitch. |
| Quilt, pad and gather fabric. |
| **To master techniques - Digital Media** |
| Create images, video and sound recordings and explain why they were created. |
| **To take inspiration from the greats (classic and modern)** |
| Create original pieces that are influenced by studies of others. |
| **To use vocabulary:** |
| Printing: effect, precision, complicated, linear, manipulate, continuous Digital Media: explanation, clone Collage: precision, striking, montage, coiling, geometric Draw: annotate, elaborate, light, hatching, cross-hatching, stippling, tone, texture, weight, pressure Painting: hue, scenery, swirlling, fan, stippling, middle ground, horizon, abstract, feathering Textiles: blanket-stitch, quilt, pad, gather, emblemSculpture: express, convey, form, compose, adequate, ornate, 3D, model |

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| **Art – Y5** |
| **To develop ideas** |
| Collect information, sketches and resources and present ideas in a sketch book. |
| Use the qualities of materials to explore ideas in different ways. |
| Comment on artworks using visual language. |
| **To master techniques - Painting** |
| Begin to sketch (lightly) before painting to combine line and colour. |
| Demonstrate a secure knowledge about primary and secondary, warm and cold, complementary and contrasting colours. |
| Use the qualities of different paints to create texture and visually interesting pieces. |
| Use brush techniques to create texture. |
| **To master techniques – Collage** |
| Mix textures (rough and smooth, plain and patterned). |
| Combine visual and tactile qualities. |
| **To master techniques - Sculpture** |
| Begin to show life-like qualities and real-life proportions. |
| Begin to explain choice and interpretations for more abstract pieces. |
| Develop skills in using clay inc. slabs, coils, slips, etc. |
| Combine visual and tactile qualities. |
| **To master techniques – Drawing** |
| Use a variety of techniques to add interesting effects (e.g. shadows, direction of sunlight). |
| Use a choice of techniques to depict shadows and reflection. |
| Use lines to represent movement. |
| **To master techniques – Print** |
| Build up layers of colour and texture. |
| Create an accurate pattern, showing fine detail. |
| Use a range of visual elements. |
| **To master techniques – Textiles** |
| Combine a variety of stitches in one piece. |
| Use different grades and uses of threads and needles. |
| **To master techniques - Digital Media** |
| Enhance digital media by editing images and/or sound. |
| **To take inspiration from the greats (classic and modern)** |
| Give details (including own sketches) about the style of some notable artists, artisans and designers. |
| Create original pieces that show a range of influences and styles. |
| **To use vocabulary:** |
| Printing: develop, accurate, fine, visual, etching, engraving, indentation, pressure Digital Media: edit, enhance Collage: visual, tactile, replicate Draw: technique, distance, effect, shadow, reflection, direction, represent, viewpoint, distance, subject, expression, featheringPainting: stippling, splattering, dabbing, scraping, dotted, stroked, flat, layered, combine, complementary, contrasting Textiles: combine, embroider, grades, technique, cloth, fray, embellish Sculpture: life-like, real-life, interpret, abstract, slab, coil, slip, visual, tactile, proportion, scale, pliable  |

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| **Art – Y6** |
| **To develop ideas** |
| Develop and imaginatively extend ideas from a variety of sources, inc. those researched independently. |
| Collect information, sketches and resources and present ideas imaginatively in a sketch book. |
| Adapt their work according to their views and describe how they might develop it further. |
| Comment on artworks with a fluent grasp of visual language. |
| **To master techniques - Painting** |
| Sketch (lightly) before painting to combine line and colour. |
| Combine colours, tones and tints to enhance the mood of a piece. |
| Choose appropriate paint, paper and implements to adapt and extend their work. |
| Develop a personal style of painting, drawing upon ideas from other artists. |
| **To master techniques – Collage** |
| Use different techniques, colours and textures etc when designing and making pieces of work. |
| Use ceramic mosaic materials and techniques. |
| **To master techniques - Sculpture** |
| Show life-like qualities and real-life proportions. |
| Provoke different interpretations for more abstract pieces. |
| Use tools to carve and add shapes, texture and pattern. |
| Use frameworks (such as wire or moulds) to provide stability and form. |
| **To master techniques – Drawing** |
| Use a variety of techniques to add interesting effects (e.g. reflections, shadows, direction of sunlight). |
| Use a choice of techniques to depict movement, perspective, shadows and reflection. |
| Choose a style of drawing suitable for the work (e.g. realistic or impressionistic). |
| **To master techniques – Print** |
| Build up layers of prints. |
| Organise work in terms of pattern, repetition or symmetry. |
| Choose the printing method appropriate for the task. |
| **To master techniques – Textiles** |
| Show precision in techniques. |
| Choose from a range of stitching techniques. |
| Combine previously learned techniques to create pieces. |
| **To master techniques - Digital Media** |
| Enhance digital media by editing (including sound, video, animation, still images and installations). |
| **To take inspiration from the greats (classic and modern)** |
| 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. |
| **To use vocabulary:** |
| Printing: symmetry, method, aesthetic, motif, reflection Digital Media: animation, stylise, installation, clone, merge, layer Collage: ceramic Draw: reflection, impression, shadow, balance, movement, direction, perspectivePainting: style, arrangement, tonal, shading Textiles: precision, variety, enhance, rucheSculpture: provoke, stability  |