

Whole school Curriculum

Art Progression



Art National Curriculum Strand	Year 1	Year 2
To use a range of materials creatively to design and make products	Print with a range of materials, using natural and man-made objects. Experiment with construct and join recycled, man-made and natural materials.	Use a range of materials to create 3D structures. Use a range of materials, natural and man-made, to create collages.
To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination	Represents things seen or imagined using drawing and painting. Communicate ideas using drawing and painting. Use drawing and painting to illustrate stories.	Record observations using drawing, painting and other media. Use sculpture to communicate experience or imagination. Communicates ideas and feelings using drawing, painting and other media.
To develop a wide range of art and design techniques to	Use pencil and paint to make lines of different thicknesses. Create repeating patterns and identify pattern in the local environment. Mix colours to create new colours. Make rubbings to collect textures and patterns.	Experiment drawing different lines and shapes using a range of tools. Explore regular and irregular patterns. Mix a range of colours, shades and tones and match colours to objects. Experiment with painting techniques, adding texture to paint.
Know about the work of a range of artists, craft makers and designers, describing the similarities and differences between practices and disciplines, and making links to their ideas and work	Identifies ways in which paintings are similar. Experiment with techniques to inform their own work. Independently experiments with different media.	Identify ways in which works of art are similar and different Select techniques to inform their own work. Is interested to try out different techniques.

Art National Curriculum Strand	Year 3	Year 4	Year 5	Year 6
Pupils should be taught to develop their techniques, including their control and their use of materials, with creativity, experimentation and an	Make initial sketches to inform 2D work. Collect information about features of local buildings.	Closely observes and records objects from the natural and man-made world. Record information from first-hand observation and imagination.	Produce increasingly detailed preparatory sketches for 3D work. Use a sketchbook to collect visual information to support future work.	Produce increasingly detailed preparatory sketches for textile work. Use a sketchbook to collect visual information and record techniques.

<p>increasing awareness of different kinds of art, craft and design</p>				
<p>To use sketch books to record observations and review and revisit ideas.</p>	<p>Use sketchbook for recording textures/patterns.</p> <p>Evaluate their own work, saying what they like and how improvements could be made.</p>	<p>Use sketchbook to record how artists have used paint and paint techniques to produce pattern, colour, texture, tone, shape, space, form and line.</p> <p>Evaluate and critique their own work and the work of others.</p>	<p>Explore scale and proportion.</p> <p>Evaluate and critique their own work and the work of others, suggesting how improvements could be made.</p>	<p>Explore perspective</p> <p>Evaluate and critique their own work and the work of others suggesting how and why improvements could be made.</p>
<p>To improve mastery of art and design techniques, including drawing, painting and sculpture with a range of materials, e.g. pencil, charcoal, paint, clay)</p>	<p>Experiment with different grades of pencil, pastel and chalk to show tone.</p> <p>Investigate printing with different materials.</p> <p>Explore images and recreate texture through deliberate selection of materials.</p> <p>Print with two colour overlays.</p>	<p>Experiment with different techniques to show tone and texture.</p> <p>Use watercolour paint to produce washes for backgrounds and then add detail.</p> <p>Use a number of brush techniques to produce shapes, textures, patterns and lines.</p> <p>Use colour to reflect feeling and mood.</p>	<p>Use shading to add detail and effects to drawings.</p> <p>Use a range of natural and man-made materials to create sculptures.</p> <p>Experiment with different joining techniques when creating 3D shapes.</p> <p>Use a variety of tools and techniques for sculpting in clay, papier-mache and other mouldable materials.</p>	<p>Use techniques to record the effect of light and shadow on objects.</p> <p>Create texture in textiles work using printing</p> <p>Combine techniques to create finished products.</p>
<p>Know about great artists, architects and designers in history</p>	<p>Study the work of local artists.</p> <p>Compare architecture around the locality.</p> <p>Compare features of different buildings.</p>	<p>Make a study of European artists.</p> <p>Compare art styles from different periods in time.</p> <p>Make deductions about life in the past by comparing art work.</p>	<p>Study and Compare art from different continents</p> <p>Investigate the work of artist and designers from the past</p> <p>Make deductions about life in the past from studying art and design from the time</p>	<p>Compare art from different places, asking deductions and difference between the two</p> <p>Investigate architecture from the past and consider the impact on life today</p>