

## ART

Progression Map

## YEAR 6

- Select ideas based on first hand observations, experience or imagination and develop these through open ended research.
- Refine his/her use of learnt techniques
- Adapt his/her own final work following feedback or discussion based on their preparatory ideas.
- Describe the work and ideas of various artists, architects and designers, using appropriate vocabulary and referring to historical and cultural contexts.
- Explain and justify preferences towards different styles and artists.


## YEAR 5

- Develop different ideas which can be used and explain his/her choices for the materials and techniques used.
- Confidently and systematically investigate the potential of new and unfamiliar materials and use these learnt techniques within his/her work.
- Evaluate his/her work against their intended outcome.
- Research and discuss various artists, architects and designers and discuss their processes and explain how these were used in the finished product.


## YEAR 1

- Use artwork to record ideas, observations and experiences.
- Experiment with different materials to design and make products in two and three dimensions.
- Explain what he/she likes about the work of others.
- Know the names of tools, techniques and elements that he/she uses.


## Knowledge

## Progression Map

## YEAR 4

- Use a sketchbook for collecting ideas and developing a plan for a completed piece of artwork.
- Use taught technical skills to adapt and improve his/her work.
- Articulate how he/she might improve their work using technical terms and reasons as a matter of routine.
- Describe some of the key ideas, techniques and working practices of artists, architects and designers who he/she has studied.


## YEAR 2

- Try out different activities and make sensible choices about what to do next.
- Select particular techniques to create a chosen product and develop some care and control over materials and their use.
- Give reasons for his/her preferences when looking at art/craft or design work.
- Know that different artistic works are made by craftspeople from cultures and times.


## YEAR 3

- Use a sketchbook for recording observations, for experimenting with techniques or planning out ideas.
- Experiment with different materials to create a range of effects and use these techniques in the completed piece of work.
- Explain what he/she likes or dislikes about their work.
- Know about some of the great artists, architects and designers in history and describe their work.


## Vocabulary

Composition
Similarity
Difference
Comparison
Primary colour
Secondary colour
Line
Fabric
Pattern
Natural
Man made
Contrast
Tone
Lightest
Darkest
Horizontal
Vertical
Record
Detail
Observe
Crosshatched
Wavy
Perspective
Refine
Develop

## YEAR 6

- Begin to develop an awareness of composition, scale and proportion in their work.
- Use simple perspective in their work using a single focal point and horizon.
- Use techniques, colours, tones and effects in an appropriate way to represent things seen brushstrokes following the direction of the grass, stippling to paint sand, watercolour bleeds to show clouds.
- Produce intricate patterns and textures in a malleable media.
- Use different techniques, colours and textures when designing and making pieces of work and explain his/her choices.
- Create intricate printing patterns by simplifying and modifying sketchbook designs.
- Follow a design brief to achieve an effect for a particular function.


## YEAR 5

- Use line, tone and shading to represent things seen, remembered or imagined in three dimensions.
- Mix colours to express mood, divide foreground from background or demonstrate tones.
- Develop skills in using clay including slabs, coils and slips.
- Add collage to a painted, drawn or printed background using a range of media, different techniques, colours and textures.
- Experiment with using layers and overlays to create new colours/textures. Return to work over longer periods of time and use a wider range of materials.


## YEAR 1

- Use a variety of tools including pencils, rubbers, crayons, pastels, felt tips, charcoal, ballpoints, chalk and other dry media to represent objects in lines.
- Explore mark-making using a variety of tools.
- Make structures by joining simple objects together.
- Cut, glue and trim material to create images from a variety of media e.g. photocopies, fabric, crepe paper, magazines.
- Make marks in print using found objects and basic tools and use these to create repeating patterns. Sort, cut and shape fabrics and experiment with ways of joining them.


## Techniques

## Progression Map

## YEAR 4

- Draws familiar objects with correct proportions.
- Create different effects by using a variety of tools and techniques such as bleeds, washes, scratches and splashes.
- Plan a sculpture through drawing and other preparatory work.
- Experiment with creating mood, feeling, movement and areas of interest by selecting appropriate materials and learnt techniques.
- Use a variety of techniques e.g. marbling, silkscreen and cold water paste.
- Print on fabrics using tie-dyes or batik.


## YEAR 2

- Experiment with tones using pencils, chalk or charcoal.
- Represent things observed, remembered or imagined using colour/ tools in two and three dimensions.
- Experiment with basic tools on rigid and flexible materials.
- $\mathrm{He} /$ she is able to make textured collages from a variety of media and by folding, crumpling and tearing materials.
- Use a variety of techniques including carbon printing, relief, press and fabric printing and rubbings.
- Develop techniques to join fabrics and apply decorations such as a running or over stitch.


## YEAR 3

- Explore shading, using different media.
- Understand and identify key aspects such as complementary colours, colour as tone, warm and cold colours.
- Compare and recreate form of natural and manmade objects.
- He/she is able to create a collage using overlapping and layering.
- Create printing blocks using relief or impressed techniques.
- Add detail to work using different types of stitch, including cross-stitch.


## Vocabulary

Frottage
Shading
Landscape
Illustrator
Self portrait
Blending
Collage
Print
Weave
Sketchbook
Texture
Form
Shape
Outline
Foreground
Background
Gradient
Blend
Shadow
Abstract
Smudge
Architecture
Mural
Portrait
Graffiti

