



**Progression of knowledge and skills in Art & Design**

		Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
History of Art	Study of Artists	Learn about the work of a range of artists, craft makers & designers, describing what they can see. Identify likes and dislikes in their own work. Make simple comparisons between works on the same theme.	Learn about the work of a range of artists, craft makers & designers, giving reasons for opinions. Identify similarities & differences between works on the same theme, considering processes and results. Make links to own work.	Learn about great artists, architects & designers in history, identifying some of their key ideas, techniques and working practices.	Learn about great artists, architects & designers in history, researching processes and how these were used in the finished product.	Learn about great artists, architects & designers in history,, describing the style of their work using appropriate vocabulary. Explain & justify preferences towards styles of art and artists.	Learn about great artists, architects & designers in history, analysing trends and themes for example studying art in one period of time in different places or art over time in one place.
	Study of movements	Pop art in literature eg Lichtenstein, Warhol, Ramos	Post-impressionism in painting eg Van Gogh, Seurat, Cezanne, Gauguin	Symbolism in murals eg cave paintings, Egyptian pyramid murals	Classical Style in architecture and pottery	British Arts & Crafts Movement in design eg Morris, Crane	Abstract expressionism eg Pollock, de Kooning, Kline
Line & Space	Drawing	Experiment with & control marks made with range of media (pencils, pens, crayons) Draw lines and shapes from observation.	Investigate tone by drawing light/dark lines, patterns and shapes. Investigate patterns and texture by describing and recreating.	Experiment with marks and lines with a wide range of media (charcoal, pencil, ballpoint, pastel, chalk) Experiment with different grades of pencil to achieve varied tone.	Explore space by overlapping objects eg foreground and background. Develop close observation.	Use different techniques for different purposes eg hatching, shading and blending. Develop greater proportion.	Use simple perspective in their work using a single focal point and horizon line. Develop awareness of composition, scales & proportion eg for/middle & back grounds.
	Printing	Print with objects eg vegetables and explore textures eg bubble wrap	Monoprinting using photocopied image, focusing on line	Design & carve polystyrene tiles Block printing using polystyrene tiles	Design & carve stencils in card Screen printing using stencils	Design & carve lino tiles Lino printing using lino tiles	Create relief tile Engrave details into the tile Etching and engraving in foil
	Digital Art	Use simple graphics package to create images with lines and shapes on computers	Use simple graphics package to create images with effects using different tools on the computer	Use a stylus to create images on tablets focusing on line, shape & form	Create textures on tablets Manipulate images	Capture moving images to record world around	Cut, edit and paste mini clips to create short films
Colour	Painting	Use a variety of tools eg different brush sizes and types Name and mix primary colours Create textured paint eg by adding sand	Mix different tones of 1 colour by adding white/black Mix and match colours to paint objects Select tools to suit scale of work	Experiment with different effects and textures including blocking in colour, washes and bleeds Experiment with different techniques inspired by the study of great artists	Experiment with different effects and textures including different thickness of paint, scratches & splashes Mix primary and secondary colours and use shades to closely match colours of objects	Create imaginative work from a variety of sources Choose colours to represent moods Mix colours to separate foreground from background	Identify, mix & use primary, secondary, complimentary and contrasting colours Use colours to create atmosphere & light effects
Shape & Form	Sculpture	Develop pinch pot technique to create sculptures	Develop coil techniques to create sculptures Combine elements using slips and blending techniques	Develop slab work techniques to create sculptures Develop hand modelling techniques, scoring & engraving Create glazes to improve aesthetic appearance of sculpture	Create molds out of clay/plasticine Plaste cast with molds	Create forms with strips of cardboard Cover forms in layers of papier mache	Create forms using chicken wire Cover forms in Modroc
Texture & Pattern	Textiles	Develop skills in cutting and joining fabrics with adhesives	Develop new joining techniques for fabrics eg weaving, plaiting, knotting	Develop new joining techniques for fabrics, eg sewing with simple running stitche using large-eyed needles	Explore new fabric printing techniques eg marbling and tie dye	Explore new fabric printing techniques eg batik Develop wider range of stitches eg cross stitch to join fabrics using small-eyed needles	Use fabrics to create 3D structures
	Collage	Collect, sort & group media in different ways eg colour/texture Arrange & glue materials to backgrounds	Fold, crumple, tear & overlap media Select media for different purposes – size, colour, texture	Experiment with range of techniques such as layering Use collage as means of collecting ideas	Combine collage with different media eg print, paint, pencil	Experiment with different types of collage eg 3D collage and papier collé	Create montages with images relating to a single theme or idea