## Chapel St Leonards Primary School

## Art and Design Progression

| Key Stage 1 | Y1 A | Y1 Sp | Y1 Su | Y2 A | Y2 Sp | Y2 Su |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Use a range of materials creatively to design and make products | $\checkmark$ |  | $\checkmark$ | $\checkmark$ | $\checkmark$ | $\checkmark$ |
| Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination |  | $\checkmark$ |  | $\checkmark$ | $\checkmark$ | $\checkmark$ |
| Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space | $\checkmark$ | $\checkmark$ |  | $\checkmark$ | $\checkmark$ | $\checkmark$ |
| Learn about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work | $\checkmark$ | $\checkmark$ | $\checkmark$ | $\checkmark$ | $\checkmark$ | $\checkmark$ |


| Key Stage 2 | Y3 A | Y3 Sp | Y3 Su | Y4 A | Y4 Sp | Y4 Su | Y5 A | Y5 Sp | Y5 Su | Y6 A | Y6 Sp | Y6 Su |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
| Create sketch books to record their observations and use them to review and revisit ideas | $\checkmark$ | $\checkmark$ | $\checkmark$ | $\checkmark$ | $\checkmark$ | $\checkmark$ | $\checkmark$ | $\checkmark$ | $\checkmark$ | $\checkmark$ | $\checkmark$ | $\checkmark$ |
| Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay] | $\checkmark$ | $\checkmark$ | $\checkmark$ | $\checkmark$ | $\checkmark$ | $\checkmark$ | $\checkmark$ | $\checkmark$ | $\checkmark$ | $\checkmark$ | $\checkmark$ | $\checkmark$ |
| About great artists, architects and designers in history. | $\checkmark$ | $\checkmark$ | $\checkmark$ | $\checkmark$ | $\checkmark$ | $\checkmark$ | $\checkmark$ | $\checkmark$ | $\checkmark$ | $\checkmark$ | $\checkmark$ | $\checkmark$ |

Key Concepts

| Key Concepts |  |  |  |  |  |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | Develop Ideas <br> This concept involves understanding how ideas develop through an artistic process. | Master TechniquesThis concept involves developing a skill set so that ideas may be communicated. |  |  |  |  |  |  | Inspiration from the greats This concept involves learning from both the artistic process and techniques of great artists and artisans throughout history. |
|  |  | Painting | Collage | Sculpture | Drawing | Print | Digital Media | Textiles |  |
| Y5/6 | A1: Develop and imaginatively extend ideas from starting points throughout the curriculum. <br> A2: Collect information, sketches and resources and present ideas imaginatively in a sketch book. <br> A3: Use the qualities of materials to enhance ideas. <br> A4: Spot the potential in unexpected results as work progresses. <br> A5: Comment on artworks with a fluent grasp of visual language. | A6:Sketch (lightly) before painting to combine line and colour. <br> A7: Create a colour palette based upon colours observed in the natural or built world. <br> A8: Use the qualities of watercolour and acrylic paints to create visually interesting pieces. <br> A9: Combine colours, tones and tints to enhance the mood of a piece. <br> A10: Use brush techniques and the qualities of paint to create texture. <br> A11: Develop a personal style of painting, drawing upon ideas from other artists. | A12: Mix textures (rough and smooth, plain and patterned). Combine visual and tactile qualities. <br> A13: Use ceramic mosaic materials and techniques. | A14: Show life-like qualities and real-life proportions or, if more abstract, provoke different interpretations. <br> A15: Use tools to carve and add shapes, texture and pattern. <br> A16: Combine visual and tactile qualities. <br> A17: Use frameworks (such as wire or moulds) to provide stability and form. | A19: Use a variety of techniques to add interesting effects (e.g. reflections, shadows, direction of sunlight). <br> A20: Use a choice of techniques to depict movement, perspective, shadows and reflection. <br> A21: Choose a style of drawing suitable for the work (e.g. realistic or impressionistic). <br> A22: Use lines to represent movement. | A23: Build up layers of colours. <br> A24: Create an accurate pattern, showing fine detail. <br> A25: Use a range of visual elements to reflect the purpose of the work. | A26: Enhance digital media by editing (includi ng sound, video, animation, still images and installations). | A27: Show precision in techniques. <br> A28: Choose from a range of stitching techniques. <br> A29: Combine previously learned techniques to create pieces. | A30: Combine previously learned techniques to create pieces. <br> A31: Enhance digital media by editing (including sound, video, animation, still images and installations). <br> A32: Give details (including own sketches) about the style of some notable artists, artisans and designers. <br> A33: Show how the work of those studied was influential in both society and to other artists. <br> A34: Create original pieces that show a range of influences and styles. |
| Y3/4 | A1:Develop ideas from starting points throughout the curriculum <br> A2:Collect information, sketches and resources <br> A3:Adapt and refine ideas as they progress <br> A4:Explore ideas in a variety of ways <br> A5:Comment on artworks using visual language | A6: Use a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines. <br> A7: Mix colours effectively. <br> A8: Use watercolour paint to produce washes for backgrounds then add detail. <br> A9: Experiment with creating mood with colour. | A10: Select and arrange materials for a striking effect. <br> A11: Ensure work is precise. <br> A12: Use coiling, overlapping, tessellation, mosaic and montage. | A13: Create and combine shapes to create recognisable forms (e.g. shapes made from nets or solid materials) <br> A14: Include texture that conveys feelings, expression or movement. Use clay and other mouldable materials. <br> A15: Add materials to provide interesting detail. | A16: Use different hardnesses of pencils to show line, tone and texture. <br> A17: Annotate sketches to explain and elaborate ideas. <br> A18: Sketch lightly (no need to use a rubber to correct mistakes). <br> A19: Use shading to show light and shadow. <br> A20: Use hatching and cross hatching to show tone and texture. | A21: Use layers of two or more colours. <br> A22: Replicate patterns observed in natural or built environments. <br> A23: Make printing blocks (e.g. from coiled string glued to a block). <br> A24: Make precise repeating patterns. | A25: Create images, video and sound recordings an d explain why they were created. | A26: Shape and stitch materials. <br> A27: Use basic cross stitch and back stitch. <br> A28: Colour fabric. <br> A29: Create weavings. <br> A30: Quilt, pad and gather fabric. | A31: Replicate some of the techniques used by notable artists, artisans and designers. <br> A32: Create original pieces that are influenced by studies of others. |
| Y1/2 | A1: Respond to ideas and starting points <br> A2: Explore ideas and collect visual information <br> A3: Explore different methods and materials as ideas develop. | A4: Use thick and thin brushes. <br> A5: Mix primary colours to make secondary. <br> A6: Add white to colours to make tints and black to colours to make tones. <br> A7: Create colour wheels. | A8: Use a combination of materials that are cut, torn and glued. <br> A9: Sort and arrange materials. <br> A10: Mix materials to create texture. | A11: Use a combination of shapes. <br> Include lines and texture. <br> A12: Use rolled up paper, straws, paper, card and clay as materials. <br> A13: Use techniques such as rolling, cutting, moulding and carving. | A14: Draw lines of different sizes and thickness. <br> A15: Colour (own work) neatly following the lines. <br> A16: Show pattern and texture by adding dots and lines. <br> A17: Show different tones by using coloured pencils. | A18: Use repeating or overlapping shapes. <br> Mimic print from the environment (e.g. wallpapers). <br> A19: Use objects to create prints (e.g. fruit, vegetables or sponges). <br> A20: Press, roll, rub and stamp to make prints. | A21: Use a wide range of tools to create different text ures, lines, tones, colours and shapes. | A22: Use weaving to create a pattern. <br> A23: Join materials using glue and/or a stitch. <br> A24: Use plaiting. <br> A25: Use dip dye techniques. | A26: Describe the work of notable artists, artisans and designers. <br> A27: Use some of the ideas of artists studied to create pieces. |

