

St John's Church of England Academy



Art and Design – Progression of Knowledge, Skills and Understanding

Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<p>Exploring ideas and evaluating work Record and explore ideas from first hand observations. Ask and answer questions about work. Develop their ideas – try things out, change their minds. Explore the work of artists, craftspeople and designers from different times and cultures. Say what they think and feel about their own and others work. Explain what they might do differently next time. Annotate their sketchbooks with reflections and evaluations.</p>		<p>Exploring ideas and evaluating work Select and record from first hand observation, experience and imagination, and explore ideas for different purposes. Question and make thoughtful observations about starting points and select ideas to use in their work. Explore the roles and purposes of artists, craftspeople and designers working in different times and cultures. Compare ideas, methods and approaches in their own and others' work and say what they think and feel about them. Adapt their work according to their views and describe how they might develop it further. Annotate work in sketchbook</p>			
<p>Drawing Use a variety of tools incl pencils, rubbers, crayons, pastels, charcoal, ballpoints and chalk. Use a sketch book to collect artwork. Begin to explore the use of line, shape and colour. Lines and marks Name, match and draw lines/marks from observations. Invent new lines. Draw on different surfaces with a range of media. Use differently textured and sized media. Shape Observe and draw shapes. Draw shapes in between objects. Invent new shapes. Tone Investigate tone by drawing light/dark lines, light/dark patterns, and light dark shapes etc. Texture Investigate textures by describing, naming, rubbing, copying.</p>	<p>Drawing Use a variety of tools incl pencils, rubbers, crayons, pastels, charcoal, ballpoints and chalk. Use a sketch book to collect artwork. Begin to explore the use of line, shape and colour. Lines and marks Name, match and draw lines/marks from observations. Invent new lines, comment on own work and others stating differences and similarities. Draw on different surfaces with a range of media. Use differently textured and sized media. Shape Observe and draw shapes. Draw shapes in between objects. Invent new shapes, Identify and name basic shapes. Tone Investigate tone by drawing light/dark lines, light/dark patterns, and light dark shapes etc. Texture Investigate textures by describing, naming, rubbing, copying.</p>	<p>Drawing Experiment with ways in which surface detail can be added to drawings. Use sketchbooks to collect and record visual information from different sources. Draw for a sustained period of time at an appropriate level. Lines and Marks Make marks and lines with a wide range of drawing implements e.g. charcoal, pencil, crayon, chalk pastels, pens etc. Experiment with different grades of pencil and other implements to create lines and marks. Form and Shape Experiment with different grades of pencil and other implements to draw different forms and shapes. Begin to show an awareness of objects having a third dimension. Tone Experiment with different grades of pencil and other implements to achieve variations in tone. Apply tone in a drawing in a simple way. Texture Create textures with a wide range of drawing implements. Apply a simple use of pattern and texture in a drawing.</p>	<p>Drawing Experiment with ways in which surface detail can be added to drawings. Use sketchbooks to collect and record visual information from different sources. Draw for a sustained period of time at an appropriate level. Lines and Marks Make marks and lines with a wide range of drawing implements e.g. charcoal, pencil, crayon, chalk pastels, pens etc. Experiment with different grades of pencil and other implements to create lines and marks, notice similarities and differences. Compare work to others and evaluate to improve. Form and Shape Experiment with different grades of pencil and other implements to draw different forms and shapes. Begin to show an awareness of objects having a third dimension. Tone Experiment with different grades of pencil and other implements to achieve variations in tone. Shade using different tones in a simple way. Texture Create textures with a wide range of drawing implements. Apply a simple use of pattern and texture in a drawing.</p>	<p>Drawing Work from a variety of sources including observation, photographs and digital images. Work in a sustained and independent way to create a detailed drawing. Develop close observation skills using a variety of view finders. Use a sketchbook to collect and develop ideas. Identify artists who have worked in a similar way to their own work. Lines, Marks, Tone, Form & Texture Use dry media to make different marks, lines, patterns and shapes within a drawing. Experiment with wet media to make different marks, lines, patterns, textures and shapes. Explore colour mixing and blending techniques with coloured pencils. Use different techniques for different purposes i.e. shading, hatching within their own work. Start to develop their own style using tonal contrast and mixed media. Perspective and Composition Begin to use simple perspective in their work using a single focal point and horizon. Begin to develop an awareness of composition, scale and proportion in their paintings e.g. foreground, middle ground and background. Show an awareness of how paintings are created ie. Composition</p>	<p>Drawing Experiment with wet media to make different marks, lines, patterns, textures and shapes. Explore colour mixing and blending techniques with coloured pencils. Use different techniques for different purposes i.e. shading, hatching within their own work. Start to develop their own style using tonal contrast and mixed media. Perspective and Composition Begin to use simple perspective in their work using a single focal point and horizon. Begin to develop an awareness of composition, scale and proportion in their paintings e.g. foreground, middle ground and background. Show an awareness of how paintings are created ie. Composition</p>

<p>Painting Use a variety of tools and techniques including different brush sizes and types Mix and match colours to artefacts and objects Work on different scales Experiment with tools and techniques e.g. layering, mixing media, scrapping through Name different types of paint and their properties Colour Identify primary colours by name Mix primary shades and tones <u>Texture</u> Create textured paint by adding sand, plaster</p>	<p>Painting Use a variety of tools and techniques including different brush sizes and types Mix and match colours to artefacts and objects Work on different scales Experiment with tools and techniques e.g. layering, colour mixing to create different shades of one colour, media, scrapping Name different types of paint and their properties Colour Identify primary and secondary colours by name Mix primary shades to create secondary shades and tones <u>Texture</u> Create textured paint by adding sand, plaster</p>	<p>Painting Experiment with different effects and textures inc. blocking in colour, washes, thickened paint creating textural effects Work on a range of scales e.g. thin brush on small picture etc. Create different effects and textures with paint according to what they need for the task. <u>Colour</u> Mix colours and know which primary colours make secondary colours and then add black and white to make a lighter or darker shade of colour. Use more specific colour language Mix and use tints and shades</p>	<p>Painting Experiment with different effects and textures inc. blocking in colour, washes, thickened paint creating textural effects Work on a range of scales e.g. thin brush on small picture etc. Create different effects and textures with paint according to what they need for the task. Evaluate your own and others work to improve. <u>Colour</u> Mix colours and know which primary colours make secondary colours and then add black and white to make a range of different shades of colours. Use more specific colour language Mix and use tints and shades</p>	<p>Painting Develop a painting from a drawing Carry out preliminary studies, trying out different media and materials and mixing appropriate colours Create imaginative work from a variety of sources e.g. observational drawing, themes, poetry, music <u>Colour</u> Mix and match colours to create atmosphere and light effects Be able to identify primary secondary, complementary and contrasting colours Work with complementary colours</p>	<p>Painting Develop a painting from a drawing or photograph Carry out preliminary studies, trying out different media and materials and mixing appropriate colours Create imaginative work from a variety of sources e.g. observational drawing, themes, poetry, music, theatre, traditional, modern and contemporary artists <u>Colour</u> Mix and match colours to create atmosphere, reflection and light effects Be able to identify primary secondary, complementary and contrasting colours Work with complementary colours</p>
<p>Printed Make marks in print with a variety of different man-made and natural objects. Make rubbings. Build repeating patterns and create patterns in the environment.</p>	<p>Printed Print with a range of hard and soft materials e.g. corks, pen barrels, sponge Make simple marks on rollers and printing palettes Take simple prints i.e. mono -printing Roll printing ink over found objects to create patterns e.g. plastic mesh, stencils Build repeating patterns and recognise pattern in the environment Create simple printing blocks with press print Design more repetitive patterns <u>Colour</u> Experiment with overprinting motifs and colour</p>	<p>Printed Print using a variety of materials, objects and techniques including layering. Talk about the processes used to produce a simple print. Explore pattern and shape, creating designs for printing</p>	<p>Printed Research, create and refine a print using a variety of techniques. Select broadly the kinds of material to print with in order to get the effect they want Resist printing including marbling, silkscreen and Coldwater paste.</p>	<p>Printed Create printing blocks by simplifying an initial sketch book idea. Build up layers and colours/textures. Organise their work in terms of pattern, repetition, symmetry or random printing styles. Choose inks and overlay colours</p>	<p>Printed Create printing blocks by simplifying an initial sketch book idea. Build up layers and colours/textures. Describe varied techniques. Be familiar with layering prints. Be confident with printing on paper and fabric. Evaluate, alter and modify work. Work relatively independently.</p>
<p>Textiles Use a variety of techniques including finger knitting, weaving, sewing and fabric crayons. Thread a needle. Cut, glue and trim materials. Use a wide variety of media, inc. photocopied material, fabric, plastic, tissue, magazines, crepe paper, etc</p>	<p>Textiles Match and sort fabrics and threads for colour, texture, length, size and shape Change and modify threads and fabrics, knotting, fraying, fringing, pulling threads, twisting, plaiting Cut and shape fabric using scissors/snips Apply shapes with glue or by stitching Apply decoration using beads, buttons, feathers etc Create cords and plaits for decoration <u>Colour</u> Apply colour with printing, dipping, fabric crayons Create and use dyes i.e. onion skins, tea, coffee <u>Texture</u> Create fabrics by weaving materials i.e. grass through twigs, carrier bags on a bike wheel</p>	<p>Textiles Match and sort fabrics and threads for colour, texture, length, size and shape Change and modify threads and fabrics, knotting, fraying, fringing, pulling threads, twisting, plaiting Cut and shape fabric using scissors/snips Apply shapes with glue or by stitching Apply decoration using beads, buttons, feathers etc Create cords and plaits for decoration <u>Colour</u> Apply colour with printing, dipping, fabric crayons Create and use dyes i.e. onion skins, tea, coffee <u>Texture</u> Create fabrics by weaving materials i.e. grass through twigs, carrier bags on a bike wheel</p>	<p>Textiles Use a variety of techniques, e.g. printing, dyeing, weaving and stitching to create different textural effects Apply shapes with glue or by stitching Apply decoration using beads, buttons, feathers etc Match the tool to the material Develop skills in stitching, cutting and joining Experiment with paste resist.</p>	<p>Textiles Use fabrics to create 3D structures Use different grades of threads and needles Experiment with batik techniques Experiment with a range of media to overlap and layer creating interesting colours and textures and effects</p>	<p>Textiles Awareness of the potential of the uses of material. Use different techniques, colours and textures etc when designing and making pieces of work. To be expressive and analytical to adapt, extend and justify their work. Use fabrics to create 3D structures Use different grades of threads and needles Experiment with batik techniques Experiment with a range of media to overlap and layer creating interesting colours and textures and effects</p>

<p>3-D and sculpture Manipulate clay in a variety of ways, e.g. rolling, kneading and shaping. Explore sculpture with a range of malleable media, especially clay. Experiment with, construct and join recycled, natural and man-made materials. Explore shape and form.</p>	<p>3-D and sculpture Manipulate clay for a variety of purposes, inc. thumb pots, simple coil pots and models. Understand the safety and basic care of materials and tools. Experiment with, construct and join recycled, natural and man-made materials more confidently.</p>	<p>3-D and sculpture Join clay adequately and work reasonably independently. Construct a simple clay base for extending and modelling other shapes. Cut and join wood safely and effectively. Make a simple papier mache object. Plan, design and make models.</p>	<p>3-D and sculpture Make informed choices about the 3D technique chosen. Show an understanding of shape, space and form. Plan, design, make and adapt models. Talk about their work understanding that it has been sculpted, modelled or constructed. Use a variety of materials.</p>	<p>3-D and sculpture Describe the different qualities involved in modelling, sculpture and construction. Use recycled, natural and manmade materials to create sculpture. Plan a sculpture through drawing and other preparatory work</p>	<p>3-D and sculpture Develop skills in using clay inc. slabs, coils, slips, etc. Make a mould and use plaster safely. Create sculpture and constructions with increasing independence.</p>
<p>Collage Create images from observation, imagination and experience. Sort and group materials for different purposes e.g. colour texture Fold, crumple, tear and overlap papers Use a wide variety of media including fabric, magazines, photocopied material, plastic, tissue, crepe paper</p>	<p>Collage Create images from a variety of media e.g. photocopies material, fabric, crepe paper, magazines etc Arrange and glue materials to different backgrounds Sort and group materials for different purposes e.g. colour texture Fold, crumple, tear and overlap papers Work on different scales Colour Collect, sort, name match colours appropriate for an image Shape Create and arrange shapes appropriately Texture Create, select and use textured paper for an image</p>	<p>Collage Experiment with a range of collage techniques such as tearing, overlapping and layering to create images and represent textures Use collage as a means of collecting ideas and information and building a visual vocabulary</p>	<p>Collage Experiment with a range of collage techniques such as tearing, overlapping and layering to create images and represent textures Use collage as a means of collecting ideas and information and building a visual vocabulary Evaluate own and others work and say how it could be improved</p>	<p>Collage Add collage to a painted, printed or drawn background Use a range of media to create collages Use different techniques, colours and textures etc when designing and making pieces of work Use collage as a means of extending work from initial ideas</p>	<p>Collage Add collage to a painted, printed or drawn background Use a range of media to create collages Use different techniques, colours and textures etc when designing and making pieces of work Use collage as a means of extending work from initial ideas Evaluate, alter and modify work. Work relatively independently.</p>
<p>Digital media Explore ideas using digital sources i.e. internet, CD-ROMs Record visual information using digital cameras Use a simple graphics package to create images and effects with Lines by changing the size of brushes in response to ideas Shapes using eraser, shape and fill tools Colours and Texture using simple filters to manipulate and create images Use basic selection and cropping tools</p>	<p>Digital media Explore ideas using digital sources i.e. internet, CD-ROMs Record visual information using digital cameras, video recorders Use a simple graphics package to create images and effects with lines by changing the size of brushes in response to ideas using different tools to draw with and different thicknesses of line Shapes using eraser, shape and fill tools Colours and Texture using simple filters to manipulate and create images Use basic selection and cropping tools</p>	<p>Digital media Record and collect visual information using digital cameras and video recorders Use a graphics package to create images and effects with; Lines by controlling the brush tool with increased precision Changing the type of brush to an appropriate style e.g. charcoal Create shapes by making selections to cut, duplicate and repeat Experiment with colours and textures by making an appropriate choice of special effects and simple filters to manipulate and create images for a particular purpose</p>	<p>Digital media Record and collect visual information using digital cameras and video recorders Present recorded visual images using software e.g. Photostory, PowerPoint Use a graphics package to create images and effects with; Lines by controlling the brush tool with increased precision Changing the type of brush to an appropriate style e.g. charcoal Create shapes by making selections to cut, duplicate and repeat Experiment with colours and textures by making an appropriate choice of special effects and simple filters to manipulate and create images for a particular purpose</p>	<p>Digital media Record, collect and store visual information using digital cameras, video recorders Present recorded visual images using software e.g. Photostory, PowerPoint Use a graphics package to create and manipulate new images Be able to Import an image (scanned, retrieved, taken) into a graphics package Understand that a digital image is created by layering Create layered images from original ideas (sketch books etc.)</p>	<p>Digital media Record, collect and store visual information using digital cameras, video recorders Present recorded visual images make video using software e.g. Photostory Use a graphics package to create and manipulate new images Be able to Import an image (scanned, retrieved, taken) into a graphics package Understand that a digital image is created by layering Create layered images from original ideas (sketch books etc.)</p>
<p>Breadth of Study Work on their own, and collaboratively with others, on projects in 2 and 3 dimensions and on different scales. Use ICT Investigate different kinds of art, craft and design.</p>	<p>Breadth of Study Work on their own, and collaboratively with others, on projects in 2 and 3 dimensions and on different scales. Use ICT more independently. Investigate different kinds of art, craft and design with more independence.</p>	<p>Breadth of Study Work on their own, and collaboratively with others, on projects in 2 and 3 dimensions and on different scales. Use ICT follow model and have support leading to more independence. Investigate art, craft and design in the locality and in a variety of genres, styles and traditions.</p>	<p>Breadth of Study Work on their own, and collaboratively with others, on projects in 2 and 3 dimensions and on different scales. Use ICT following models and with increased independence. Use Power point package and begin to add animations and links Investigate art, craft and design in the locality and in a variety of genres, styles and traditions.</p>	<p>Breadth of Study Work on their own, and collaboratively with others, on projects in 2 and 3 dimensions and on different scales. Evaluating their own and others work leading to improvements Use ICT following models and with increased independence. Use Power point package and add animations and links independently Investigate art, craft and design in the locality and the wider world in a variety of genres, styles and traditions.</p>	<p>Breadth of Study Work on their own, and collaboratively with others, on projects in 2 and 3 dimensions and on different scales Evaluating their own and others work leading to improvements Use ICT to make short clips/videos Investigate art, craft and design in the locality and the wider world in a variety of genres, styles and traditions.</p>