



Art Progression Map

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Knowledge of artists and designers.	Describe the work of an artist - describe what they can see and like in the work of another artist/ craft maker/designer. Start to ask sensible questions about a piece of art.	Talk about how an artist/ craft maker/ designer has used colour, pattern and shape. Create a piece of work in response to another artist's work.	Learn about some great artists and designers (including those from different cultures/periods of history)and describe their work. Make comparisons between the work of different artists.	Learn about great artists and designers (including those from different cultures and periods of history) - describe their work, make comparisons, consider what the artist is trying to express. Describe some of the key ideas, techniques and working practices of artists and designers.	Give details about the style of Julian Opie linking this to Tudor portraits. Also show how artists influence society.	Apply knowledge and ideas from great artists, designers and architects such as Leonardo Da'vinci, John Dyer and Nixiwaka Yawanawa
Appreciation	Say what they like and dislike about a piece of artwork	Discuss classmates' artwork with basic justifications	Discuss classmates' artwork with clear justifications, understanding that opinions might differ.	Discuss their own and classmates' artwork with clear justifications, based on one part of the art (i.e. detail, mood, technique, pattern)	Discuss their own and classmates' work with clear justifications, based on multiple parts of the art (i.e. detail, mood, technique, pattern) Suggest ways to improve artwork	Discuss their own and classmates' work with clear justifications, based on multiple parts of the art (i.e. detail, mood, technique, pattern) Suggest ways to improve artwork
Drawing	Draw using a HB pencils Draw a variety of lines (curved, zig zag, straight) of different sizes and thickness	Draw using different grades of pencils (4B, 8B, HB) Show pattern and texture by adding dots and lines	Use observation to draw recognisable shapes and forms Use different grades of pencils to show line, shading and texture.	Use observation to draw recognisable shapes and forms Begin to use line and shape to add finer detail	Identify and draw familiar objects with correct proportions Show shadow and dimension using hatching/cross-hatching	Identify and draw familiar objects with correct proportions Begin to show perspective and scale

	<p>Draw simple, recognisable shapes</p> <p>Colour following the lines using dry media e.g. colouring pencils</p>	<p>Begin to draw recognisable shape and forms</p> <p>Draw images of appropriate size</p> <p>Show different shades by using coloured pencils</p>	<p>Begin to soften lines using smudging</p> <p>Use dry media - pastels</p> <p>Begin to blend colour for effect</p>	<p>Soften lines using smudging for effect</p> <p>Use dry media - pastels, oil pastels, chalk</p> <p>Blend colour for effect</p> <p>Use shading to show light and shadow.</p>	<p>Use line and shape to add finer detail</p> <p>Use blocks of colour for a specific effect</p> <p>Choose from a range of suitable media including charcoal</p>	<p>Select media and techniques for a specific effect including shadow and shade</p>
Painting	<p>Use brushes of different thickness based on desired outcome as directed</p> <p>Paint a variety of lines (curved, zig zag, straight) of different sizes and thickness</p> <p>Paint simple, recognisable shapes</p> <p>Paint following the lines</p> <p>Mix primary colours to make secondary colours with support</p> <p>Choose the appropriate colour for a task</p>	<p>Begin to select brushes of different thickness based on desired outcome</p> <p>Mix primary colours to make secondary colours</p> <p>Create colour wheels based from mixing colours</p> <p>Paint accurately following the lines</p> <p>Show pattern and texture by painting with dots and lines</p> <p>Begin to paint recognisable shape and forms</p> <p>Paint images of appropriate size</p>	<p>Mix colours to create new colours and different shades.</p> <p>Begin to use colour for effect</p> <p>Select brushes of different thickness based on desired outcome</p> <p>Experiment with brush techniques to produce shapes, textures, patterns and lines.</p>	<p>Begin to mix tints and tones using black (tones) and white (tints)</p> <p>Mix colours to make a specific colour or shade</p> <p>Mix complimentary colours to make brown</p> <p>Begin to use watercolour paint to produce backgrounds</p> <p>Begin to use line and shape to add finer detail</p> <p>Use a number of brush techniques for effect e.g dabbing, dotting, stippling, flicking</p>	<p>Mix tints and tones using black (tones) and white (tints)</p> <p>Begin to mix colours to reflect an intended mood or atmosphere</p> <p>Use blocks of colour for a specific effect</p>	<p>Combine colours, tones and tints to enhance an intended atmosphere</p> <p>Begin to use acrylic paint</p> <p>Use watercolour paint and bleed technique to produce a background</p> <p>Use brush techniques and the qualities of paint to create texture</p> <p>Select media and techniques for a specific effect</p> <p>Begin to develop a personal style of painting, drawing upon ideas from other artists</p>

<p style="text-align: center;">3D art/ Sculpture</p>	<p>Use a rolling pin to flatten a piece of clay/playdough</p> <p>Cut clay/playdough using straight lines into recognisable shapes</p> <p>Add details using cutting, rolling, pinching, carving and coiling clay/playdough</p> <p>Join pieces using scoring and water</p>	<p>Use a rolling pin to create a base with a consistent thickness</p> <p>Cut clay into shapes and forms that are needed for the piece</p> <p>Use pinching, coiling to build a recognisable form</p> <p>Begin to add texture using a range of tools</p> <p>Join clay using slip and scoring</p> <p>Smooth clay where appropriate</p>	<p>Make a frame e.g using wire/mesh to provide stability and form</p> <p>Consider proportions when creating a sculpture</p> <p>Manipulate materials to create a recognisable, artistic representation of the form</p> <p>Consider form, shape and space of the sculpture</p> <p>Join materials using appropriate techniques</p> <p>Smooth and seal materials using the appropriate techniques where appropriate</p> <p>Add texture using a range of tools and techniques</p>
<p style="text-align: center;">Collage</p>	<p>Select colours that are suitable for the piece</p> <p>Cut, tear and fold materials to the appropriate size</p> <p>Cut different lines such as zig zags, curves etc</p> <p>Position materials to represent an image</p> <p>Glue in place using the appropriate amount of glue with support</p>	<p>Select colours and materials that are suitable for the piece</p> <p>Cut, tear and fold materials to the appropriate size with increasing accuracy</p> <p>Begin to add texture using scrunching and twisting materials</p> <p>Use overlapping and layering of materials for effect</p> <p>Position materials to create a recognisable form</p> <p>Glue in place using the appropriate amount of glue</p>	<p>Select colours, materials and techniques to reflect an intended effect, mood or atmosphere</p> <p>Consider proportions when creating a collage</p> <p>Add texture using a range of techniques including, spiralling, coiling, twisting</p> <p>Add depth to the collage by creating 3D elements such as layering, media chosen</p> <p>Position materials to create a recognisable, artistic representation of the form</p> <p>Select the appropriate adhesive for the materials</p>
<p style="text-align: center;">Printing</p>	<p>Use line and shape in a simple design</p> <p>Use the appropriate pressure when scoring the design with a pencil</p> <p>"Print using rolling and stamping with a polystyrene tile (relief printing)</p> <p>Print a repeated image</p> <p>Print patterns using 2 colours</p>	<p>Use line and shape to create a recognisable form in a design</p> <p>Build a raised printing block using card and neoprene foam</p> <p>Select the appropriate tool to add the paint to the printing block</p> <p>Print using multiple colours (on one tile) that are suited to the design</p> <p>Print a repeated image, positioning the tile to avoid overlapping</p>	<p>Consider proportions when creating a design</p> <p>Build more than one raised printing block to create a single design</p> <p>Add detail using etching tools and materials such as wool</p> <p>Build up elements of the design by using the printing blocks in the correct order</p> <p>Position the block carefully to create an accurate image</p>

					Organise printing for pattern and repetition	
Sketchbooks - developing ideas	Discuss ideas for artwork they are going to produce	Use the sketchbooks to: Demonstrate ideas through photographs Explore ideas using 'annotation'. Keep notes on how their ideas have developed and their work has changed.	Use the sketchbooks to: express feelings about a subject and describe likes/dislikes. make notes about, and experiment with the techniques and materials used by artists. develop ideas from starting points making appropriate design choices . adapt and refine ideas as they progress.	Use the sketchbooks to: comment on artwork using appropriate vocabulary - incl. their feelings, likes and dislikes. make notes about, and experiment with the techniques and materials used by artists. explore and develop ideas in a variety of ways in order to plan for a completed piece. adapt and refine ideas as they progress.	Develop and imaginatively extend ideas from starting points Collect information, sketches and resources to inspire Use the qualities of materials to enhance ideas Create a sketchbook of design ideas linked to the stained glass painting that will be produced.	Collect information, sketches and resources and present ideas imaginatively in a sketchbook Spot the potential in unexpected results as work progresses Comment on artworks with a fluent grasp of visual language Create a sketchbook of design ideas