

Art and Design

Key Concepts Progression Map

	<u>Drawing</u>	<u>Painting and Printing</u>	<u>Collage and Sculpture</u>	<u>Reflection/ Evaluation</u>
EYFS	<ul style="list-style-type: none"> Explore the natural world around them, making observations and drawings of animals and plants. Know how to draw lines to create simple shapes. Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. 	<ul style="list-style-type: none"> Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. Know that different colours can be mixed together to make new colours. Explore, use and refine a variety of artistic effects to express their ideas and feelings. 	<ul style="list-style-type: none"> Make use of props and materials when role playing characters in narratives and stories. Know some words to describe textures (e.g. smooth, rough). Explore a variety of manipulative materials such as plasticine and playdough. Create collaboratively sharing ideas, resources and skills. 	<ul style="list-style-type: none"> Share their creations, explaining the process they have used. Look at a range of artwork by famous artists. Return to and build on their previous learning, refining ideas and developing their ability to represent them.
KS1 (Team 1)	<p>Amazing Authors - Woodland tree scenes – observational drawing, sketching, pastels and watercolours Ar1/1.2 to use drawing and painting to develop and share their ideas, experiences and imagination</p>	<p>Australia – Aboriginal art Let’s Grow - Fruit Faces – Giuseppe Arcimboldo & Printing Ar1/1.3 to develop a wide range of art and design techniques in using pattern, texture, form and space Ar1/1.4 to learn about the work of a range of artists</p>	<p>Let’s Grow – Sunflowers – Van Gogh / Flowers - Georgia O’Keefe Ar1/1.4 about the work of a range of artists and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work. AR1/1.1 to use a range of materials creatively to design and make products</p>	
	<p>Transport – Observational drawing /sketching Ar1/1.2 to use drawing and painting to develop and share their ideas, experiences and imagination</p>	<p>Local landscapes - Monet Ar1/1.3 to develop a wide range of art and design techniques in using colour, pattern, line and shape</p>	<p>Pirates – Papier mache treasure islands Climate Heroes - Junk monster Ar1/1.2 to use sculpture to develop and share their ideas, experiences and imagination Ar1/1.4 describe the differences and similarities between different practices and disciplines, and make links to their own work.</p>	
	<ul style="list-style-type: none"> Use drawing to share ideas, experiences and imaginations. Explore line, shape, pattern and texture through drawing. Draw figures and objects and begin to understand shading and tone using different pencils and pastels. Work with a range of drawing materials and on a variety of scales. 	<ul style="list-style-type: none"> Use painting and printing to share ideas, experiences and imaginations. Use a range of materials and different types of paint - watercolour, powder paint, acrylic. Explore colour. Know what the primary and secondary colours are and know how to mix them to make different colours and shades – make a colour wheel /use powder paints. Print with a variety of objects and materials. Know the outcomes of using different printing techniques and materials: block printing, pressing, rubbing and stamping. 	<ul style="list-style-type: none"> Use sculpture and textiles to share ideas, experiences and imaginations. Know the effects that different materials will have when collaged (e.g. reflect the light, add texture) Manipulate air drying clay in different ways (roll, knead, shaping) for a variety of purposes. Know that clay can only be scored and manipulated before it dries and sets. 	<ul style="list-style-type: none"> Learn about the work of a range of artists, craftsmen and designers. Describe the differences and similarities between practices and disciplines, and make links to their own work. Show interest in and describe what they think about the work of others.

Lower KS2 (Team 2)	<p>Extreme Earth – observational drawing, pastels etc. Ar2/1.1 to create sketch books to record their observations and use them to review and revisit ideas Ar2/1.2 to improve their mastery of art and design techniques, including drawing with a range of materials</p>		<p>Extreme Earth – Andy Goldsworthy natural sculptures The Romans – clay sculptures and architecture Ar2/1.2 to improve their mastery of art and design techniques, including sculpture with a range of materials Ar2/1.3 learn about great architects and designers in history.</p>	
	<p>Dartmoor Landscape – sketching and painting landscapes Ar2/1.1 to create sketch books to record their observations and use them to review and revisit ideas Ar2/1.2 to improve their mastery of art and design techniques, including drawing with a range of materials</p>	<p>Colour and Light – Explore pattern and colour Romero Britto / Kandinsky Dare to Dream – Industrial revolution – Lowry (compare to Britto) Ar2/1.2 to improve their mastery of art and design techniques, including painting with a range of materials Ar2/1.3 learn about great artists in history.</p>	<p>The Greeks – design mosaics and block printing Ar2/1.2 to improve their mastery of art and design techniques, including sculpture with a range of materials</p>	
	<ul style="list-style-type: none"> • Know how to review and revisit ideas, collect visual material and make annotations. • Know how to use sketchbooks and record ideas to improve understanding and explore potential. • Improve mastery of drawing techniques with varying materials (e.g. pencil, charcoal etc). Know which pencil grades – 4B/2B/4H, will produce the desired tones and textures. • Know how to draw facial expressions and simple figures. • Know how to show reflection and depth in their drawings. • Explore the potential properties of line, tone, shading (e.g. hatching, cross-hatching etc), pattern, texture, colour and shape. 	<ul style="list-style-type: none"> • Demonstrate a secure knowledge of primary and secondary colours, warm and cold colours, complementary and harmonising colours. • Know how to tint (lighten) and tone (darken) colours. • Improve mastery of painting techniques with varying materials. • Print using a variety of materials, objects and techniques – relief, block printing, screen printing. • Know how to introduce a second or third colour overlay into prints. • Know how to create a background wash and shading with paint. 	<ul style="list-style-type: none"> • Explore tactile and visual qualities of materials. • Improve mastery of sculpture techniques with varying materials. • Know how to join materials. • Know how to join clay using a slip. • Know what a ceramic mosaic is. • Use recycled, natural and man-made materials to create sculpture. • Know how to combine natural and manmade materials. 	<ul style="list-style-type: none"> • Learn about the greatest artists, architects and designers in history. • Take the time to reflect upon what they like and dislike about their own and others’ work. • Reflect regularly upon their work, throughout the creative process, in order to improve it.
Upper KS2 (Team 3)	<p>Vikings – pencil sketches Ar2/1.1 to create sketch books to record their observations and use them to review and revisit ideas Ar2/1.2 to improve their mastery of art and design techniques, including drawing with a range of materials</p>	<p>World War Two – Henry Moore wax resist paintings Ar2/1.3 learn about great artists in history Ar2/1.2 to improve their mastery of art and design techniques, including painting with a range of materials</p>	<p>World War Two – Alberto Giacometti sculptures Aztecs – glazed clay sunstones Ar2/1.2 to improve their mastery of art and design techniques, including sculpture with a range of materials Ar2/1.3 learn about great artists in history.</p>	

	<p>Ongoing drawing development across a range of themes. Henry Moore & Giacometti sketches.</p> <p>Ar2/1.3 learn about great artists in history</p> <p>Ar2/1.1 to create sketch books to record their observations and use them to review and revisit ideas</p>	<p>Rivers - David Hockney</p> <p>Space – Space art – oil paints</p> <p>Ar2/1.1 to create sketch books to record their observations and use them to review and revisit ideas</p> <p>Ar2/1.2 to improve their mastery of art and design techniques, including painting with a range of materials</p>	<p>Dare to Dream – collage portraits – overlapping/ montage. Digital media</p> <p>Ar2/1.1 to create sketch books to record their observations and use them to review and revisit ideas</p> <p>Ar2/1.2 to improve their mastery of art and design techniques, including sculpture with a range of materials</p>	<p>Learn about different art movements over time</p>
	<ul style="list-style-type: none"> • Improve mastery of increasingly complex techniques through drawing with varying materials. • Use a wide range of pencils and paper for achieving different effects. • Manipulate and experiment with the elements line, tone, pattern, texture, form, space, colour and shape. • Know how to draw figures in movement. • Know how to develop composition, scale and proportion in their work. 	<ul style="list-style-type: none"> • Improve mastery of increasingly complex techniques through painting with varying materials. • Know how carry out preliminary studies, test media and materials and mix appropriate colours. • Work from a variety of sources, inc. those researched independently. Show an awareness of how paintings are created (composition). • Choose appropriate paint, paper and implements to adapt and extend their work. • Know how to develop perspective in art work – use a single focal point and horizon. • Choose the printing method appropriate to task. Build up layers and colours/textures. • Introduce different media into prints – pens, paints etc. 	<ul style="list-style-type: none"> • Improve mastery of increasingly complex techniques through sculpture with varying materials. • Know how the tactile and visual qualities of materials can show mood and emotion. • Know how to sculpt clay using pinching, coiling and on a slab. • Know how an armature can be used for a desired outcome. • Know what effect different finishes will have on the end product – glaze, paint, polish. • Know how to include pattern, tone and shape in collage/ montage. 	<ul style="list-style-type: none"> • Explore the roles and purposes of artists, craftspeople and designers working in different times and cultures. • Engage in open-ended research and exploration to initiate and develop personal ideas. • Provide a reasoned evaluation of both their own work and professionals’ work which takes into account starting points, intentions and contexts. • Regularly analyze and reflect upon progress taking intention into account.