Art and Design Layer 2: Skills and Knowledge Progression by Unit 2023-2024

|  |  | Reception | Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 |
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| $\begin{aligned} & \text { O) } \\ & \stackrel{\text { I }}{\bar{O}} \\ & 0 \end{aligned}$ | $\begin{aligned} & 0 \\ & 0 \\ & 0 \\ & 0 \\ & \frac{0}{3} \\ & 0 \\ & \frac{1}{2} \end{aligned}$ | Name of colours. Experiment creating artwork using different painting tools. Colours can be mixed to create new colours. Know how to fill a space. Change colours to create a picture. | Name primary colours and place them on a colour wheel. Name and create secondary colours and place them on a colour wheel. Create, and use, textured paint. Identify the correct brush. | Name, and create tertiary and neutral colours and place them on a colour wheel. Identify complementary colours on the colour wheel. | Understand analogous colours and create them on a colour wheel. Understand and identify warm and cold hues. Create an outline in different scales. Understand that paint needs to dry. | Understand how to change the tint, tone and shade of a hue. <br> Display colours on a value scale. Choose appropriate type of paint for purpose. | Create different shades of a hue. Change the saturation of a hue. | Imply texture through painting techniques. Confidently use a selection of brushes, and techniques, in a picture. |
|  | $\frac{\sqrt[n]{\overline{\tilde{V}}}}{\frac{1}{w}}$ | Colour a picture or 3D sculpture (plaster of paris). Use a variety of colours to create a picture. Experiment with different shape brushes. Change colour at the line. | Select, and use, appropriate equipment. Identify where colours should match. | Use a range of paints correctly eg watercolours, powder etc. Use outlines to paint. | Select appropriate brush for purpose. Create a simple background and foreground. Use groups of colours to colour a picture. | Create a background and foreground using tones, tint and shade. Use tint, tone and shade to colour a picture. Use different scales to create artwork. | Create a clear outline to paint. Use shades and saturation of hues in painting. Experiment with a range of painting techniques eg. stippling. | Create a more detailed outline. Paint implied texture using chosen painting technique. |
|  | $\begin{aligned} & 0 \\ & 0 \\ & 0 \\ & 0 \\ & > \end{aligned}$ | Red, orange, yellow, green, blue, purple, pink, black, brown, white, silver, gold, | Primary colours Actual texture | Secondary colours Tertiary colours Hues | Analogous colours, warm and cold hues, colour temperature, scales | Tint <br> Tone <br> Monochrome <br> Value scale | Shade Saturation | Implied texture |


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| $\begin{aligned} & 0 \\ & . \frac{C}{3} \\ & 0 \\ & 0 \\ & \hline 0 \end{aligned}$ | $\begin{aligned} & 0 \\ & \frac{0}{0} \\ & \frac{0}{3} \\ & \frac{0}{2} \\ & \underline{y} \end{aligned}$ | How to hold a pencil. Colour in inside the lines. Change colour at the line. | Create a variety of lines. <br> Colour leaving no white spaces. Colour using appropriate colours changing lines where necessary. | Recognise shapes in objects. Apply different pressures. Sketch. | Draw a simple 3D shapes. | Identify shade in <br> 3D shapes and real life objects. Draw contour lines onto 3D shapes. | Draw organic shapes free <br> Experiment with a range of shading techniques. | Apply a range of shading techniques to artwork. |
|  | $\frac{\curvearrowleft}{\overline{\overline{5}}}$ | Draw different people, places, things. <br> Experiment with a range of mediums. Use drawing to convey an idea or memory. | Add features and detail into pictures. Use drawing guides to draw people, places and things. | Create drawing guides to draw people, places and things. | Use 3D shapes to draw a variety of pictures. Find and use the horizon line and vanishing points in drawings. Draw objects from different angles. | Draw objects with light from different angles. Create pictures using one point perspective. | Use <br> knowledge of shape to create a line drawing/ recognisable picture. Create pictures using two point perspective. | Confidently draw a range of free form pictures and apply appropriate shading. Identify when to use one or two point perspective in their artwork. |
|  | $\begin{aligned} & \frac{2}{0} \\ & \frac{0}{\partial} \\ & \frac{0}{0} \\ & 0 \\ & > \end{aligned}$ | Medium Line | Form Features | Shape Pressure | 3D shapes: sphere, cube, cuboid, pyramid, horizon line, vanishing point | Contour lines, hatching, one point perspective | Shading techniques: stippling, cross hatching, blending, circulism, short dashes, two point perspective | Contour hatching Organic shapes, |


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| $\begin{aligned} & 0 \\ & \stackrel{0}{0} \\ & \overline{0} \\ & \hline \end{aligned}$ | $\begin{aligned} & 0 \\ & \frac{0}{0} \\ & \frac{1}{3} \\ & \frac{0}{0} \\ & \underline{y} \end{aligned}$ | How to hold scissors correctly. | Fill a line picture with cut or torn paper changing colour at the lines. | Fill in a line picture using different materials eg. tissue paper, magazines, newspapers. | Cut different shapes. Layer different colours. Embellish using pen. Create a simple background. | Select, and cut, different materials. Layer different textures. Embellish using paint. | Embellish using different textures. Collage detail into a background. | Use pictures to create layers. |
|  | $\frac{\curvearrowleft}{\overline{\overline{5}}}$ | Use scissors to cut out. Stick materials together to make a picture. | Use scissors to cut on a line. Match different types of the same colour eg light/ dark green. | Use different techniques to cut paper (e.g. tear, cut) Group colours to create an image | Use different types of paper to create a picture. <br> Use knowledge of colour to create a specific purpose. Use line to add detail. | Use different materials to create a picture. Use tints and tones to add detail. <br> Draw shapes by hand. | Use different materials to add detail Add shade using tints and tones. <br> Draw a wider selection of shapes displaying more control. | Use a range of mediums to create layers. Create texture using embellishments. Use line to create detail. Use overlaying to create an effect. |
|  | $\begin{aligned} & 0 \\ & 0 \\ & 0 \\ & 0 \\ & > \end{aligned}$ | Cut, line, picture | Light, dark | Image, tear, rip, | Embellish, layer, shape, background | Tint, tone, | Shade, overlap | Overlay, texture, |


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| $\begin{aligned} & 0 \\ & 0 \\ & \frac{1}{2} \\ & \frac{2}{J} \\ & \sim \end{aligned}$ | $\begin{aligned} & 0 \\ & 0 \\ & 0 \\ & \frac{0}{3} \\ & 0 \\ & \frac{0}{2} \end{aligned}$ | How to cut malleable mediums. How to roll, squeeze and create different shapes. How to make a hole. | How to pull and pinch to transform a shape. How to carve detail into malleable mediums. How to smooth an area. | Know how to join malleable materials. Carve with control. | How to cut similar size pieces. How to add detail using smaller pieces. | How to join clay using a range of techniques. | Know how to create a sculpture using a frame. | Know how to add detail to a sculpture. |
|  | $\frac{\curvearrowleft}{\overline{\bar{E}}}$ | Use a cutter to create a shape. Use different tools to cut. Create different shapes. | Create different shapes from a sphere. <br> Create circular holes or hollows. Use a range of tools to carve detail. <br> Use a finger to smooth an area. | Create 3D shapes. Use coil technique to create objects. Carve different thicknesses and depths. | Cut out 2D shapes. Add detail using additional pieces of malleable materials. | Use score, slip, stick, smooth method to join malleable materials. | Create a frame from newspaper or junk modelling. Use Modroc to create a 3D sculpture. | Add detail using a range of objects. |
|  | $\begin{aligned} & \text { O} \\ & 0 \\ & 0 \\ & \hline \end{aligned}$ | Roll, squeeze, cut, snip, chop, sphere, | Pinch, pull, hole, hollow, smooth | Carve, depth, thickness, | Malleable, equal, | slip, join, hatching | Frame, sculpture, form |  |


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|  | $\begin{aligned} & 0 \\ & \frac{0}{0} \\ & \frac{1}{3} \\ & 0 \\ & \underline{0} \\ & \underline{0} \end{aligned}$ | How to transfer paint. <br> Use a selection of natural and manmade objects to create prints. | How the quantity of paint affects the quality of the print. Use natural and manmade materials to create geometric shapes to print. | How paint interacts with different surfaces. How to use print to create irregular and regular patterns. | Use a selection of materials to create organic and geometric prints. | How to combine printing materials. Print organic shapes with different textures. | How to use line within prints to create pictures. | How to use line to add detail to images. |
|  | $\frac{\cong}{\overline{\bar{E}}}$ | Use found objects to create prints. | Create shapes to print. | Use found objects to create repeating and irregular patterns | Choose a range of objects to create a printed picture. | Choose a range of objects to create a textured picture. | Create pictures to print experimenting with the effect of line, texture colour and repetition. | Create pictures to print with detail drawing on knowledge of line, texture, colour and shape. |
|  | $\begin{aligned} & \text { O} \\ & 0 \\ & 0 \\ & 0 \\ & > \end{aligned}$ | Print, transfer | geometric | Regular, irregular pattern, found objects | collagraph | texture | Saturation, repetition |  |


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|  | $\begin{aligned} & 0 \\ & \frac{0}{0} \\ & \frac{0}{3} \\ & 0 \\ & \frac{0}{2} \end{aligned}$ | How different threads feel and look. | How to use thread to change its appearance. | How to use thread to change its appearance. | How to change the appearance of fabrics. | How to change the appearance of fabrics. <br> How to add detail to fabric. | How to create artwork using stitching. | How to create artwork using stitching. |
|  | $\frac{\cong}{\overline{\bar{E}}}$ | Organise different threads. Use threads in play. | Wrap thread around objects. | Create pom poms and plaits. | Design a piece of artwork to create using glue batik on fabric. | Create tie dye. Apply decoration with paint, crayon or printing. | Create crossstitch using different colour threads. | Design a piece of artwork on squared paper. |
|  | $\begin{aligned} & \text { o } \\ & 0 \\ & 0 \\ & > \end{aligned}$ | Wrap, thread, appearance, | wrap, | Pom pom, plait, weave, | Fabric, batik, paint, sketch, borders, | Tie dye, bind, tie, | cross-stitch, aida, thread, sew, | replicate, transfer |


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| $\begin{aligned} & \overline{\bar{O}} \\ & \stackrel{\bar{O}}{\bar{O}} \end{aligned}$ | $\begin{aligned} & 0 \\ & \frac{0}{0} \\ & \frac{0}{3} \\ & \hline 0 \\ & \underline{y} \end{aligned}$ | Use a camera to <br> take photos. <br> Zoom in and out of a picture. <br> Draw a picture on a digital platform. | Use filters to create a photograph/art work. | How to insert and manipulate a picture. | Use shallow focal points | Use selective colourisation in pictures Take photos with primary subject | Understand rule of thirds | Use effects to alter a portrait Edit a photograph |
|  | $\frac{\aleph}{\overline{\bar{E}}}$ | Frame objects in a photograph. Change the thickness, colour and texture of lines. | Express mood through photography. Create monochromatic pictures. | Add stamps and text to pictures. Change the size and position of a picture. | Create photos with a primary subject | Create artistic photographs | Use rule of three to create appealing photographs | Take and edit a portrait. Create an appealing piece of photography. |
|  | $\begin{aligned} & \text { O} \\ & \text { U } \\ & 0 \\ & \hline \end{aligned}$ | Zoom <br> Photograph Lens Texture | Filter | Text Insert Edit | Shallow focal point <br> Primary Subject | Primary subject Selective colourisation | Rule of thirds Grids Intersect | Blur Alter Smooth |
|  | $\frac{0}{8}$ | Paint Crayola Digitools | BeFunky | Paint 3D | Camera | Fotor | GIMP <br> Paint 3D BeFunky | Fotor BeFunky |


| Technique | The manner, and ability, in which technical skills are developed. |
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| Line | A line is a mark made on a surface that joins different points. Lines can vary in length, width, direction and shape. |
| Colour | When the light reflects off an element of art and reflected back into the eye. |
| Shape | An element of art which is 2D, flat or limited to height and width. |
| Form | Objects or pictures which include length, width and height (3D). |
| Space | Distance or areas around, between, and within components of a piece. |
| Pattern | A design in which lines, shapes, form or colours are repeated. |
| Texture | How something appears, feels or it's consistency. |

