Art \& Design Layer 2: Skills and Knowledge Progression

Reception

|  | Term 1/2 | Term 3/4 | Term 5/6 | Art Day |
| :---: | :---: | :---: | :---: | :---: |
| Medium | Drawing | Collage | Painting | Sculpture |
| Artist | Leonardo Da Vinci | Kurt Schwitters |  |  |
| Final Product | Self portraits | Dragon Collage | Collaborative piece |  |
|  | How to hold a pencil. | How to hold scissors correctly. | Name of colours. Experiment creating artwork using different painting tools. Know how to fill a space. Change colours to create a picture. | How to cut malleable mediums. How to roll, squeeze and create different shapes. How to make a hole. |
| $\frac{\text { 气气 }}{\overline{\text { n }}}$ | Draw different people, places, things. Experiment with a range of mediums. Use drawing to convey an idea or memory. | Use scissors to cut out. Stick materials together to make a picture. | Colour a picture or 3D sculpture (plaster of paris). <br> Use a variety of colours to create a picture. Experiment with different shape brushes. Change colour at the line. | Use a cutter to create a shape. Use different tools to cut. Create different shapes. |
| $\begin{aligned} & \text { 즈 } \\ & \frac{0}{3} \\ & \frac{0}{0} \\ & 0 \\ & \gg \end{aligned}$ | Medium Line | Cut, line, picture | Red, orange, yellow, green, blue, purple, pink, black, brown, white, silver, gold, | Roll, squeeze, cut, snip, chop, sphere, |

Art \& Design Layer 2: Skills and Knowledge Progression

Year One

|  | Term 1/2 | Term 3/4 | Term 5/6 | Art Day |
| :---: | :---: | :---: | :---: | :---: |
| Medium | Collage | Drawing | Painting | Sculpture |
| Artist | Jenna Douglass | Melanie Charles | John Miro |  |
| Final Product | Castle Collage | Drawing of their favourite animal or a pet they have/used to have | Painting from Imagination |  |
| $\begin{aligned} & \stackrel{0}{0} \\ & 0 \\ & \frac{0}{3} \\ & \underline{0} \\ & \underline{\circ} \end{aligned}$ | Fill a line picture with cut or torn paper changing colour at the lines. <br> Fill in a line picture using different materials eg. tissue paper, magazines, newspapers. | Create a variety of lines. | Name primary colours and place them on a colour wheel. Name and create secondary colours and place them on a colour wheel. <br> Create, and use, textured paint. Identify the correct brush. | How to pull and pinch to transform a shape. <br> How to carve detail into malleable mediums. <br> How to smooth an area. Know how to join malleable materials. <br> Carve with control. |
| $\frac{\text { 气 }}{\overline{\bar{n}}}$ | Use scissors to cut on a line. Match different types of the same colour eg light/ dark green. <br> Use different techniques to cut paper (e.g. tear, cut) Group colours to create an image | Add form to pictures eg. body. Add features into pictures. | Select, and use, appropriate equipment. <br> Identify where colours should match. | 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. <br> Use coil technique to create objects. <br> Carve different thicknesses and depths. |
| $\begin{aligned} & \text { 름 } \\ & \frac{0}{0} \\ & \text { O} \\ & 0 \end{aligned}$ | Light, dark, Image, tear, rip | Form Features | Primary colours Actual texture | Pinch, pull, hole, hollow, smooth, Carve, depth, thickness, |

Art \& Design Layer 2: Skills and Knowledge Progression

Year Two

|  | Term 1/2 | Term 3/4 | Term 5/6 | Art Day |
| :---: | :---: | :---: | :---: | :---: |
| Medium | Painting | Drawing | Textiles | Printing |
| Artist | Edward Saidi Tinga | Yayoi Kusama | Sheila Hicks <br>  |  |
| Final Product | African Landscape | Artwork of everyday objects | Bag |  |
|  | Name, and create tertiary and neutral colours and place them on a colour wheel. <br> Identify complementary colours on the colour wheel. | Recognise shapes in objects. Apply different pressures. Sketch. | How different threads feel and look. <br> How to use thread to change its appearance. <br> How to use thread to change its appearance. | How to transfer paint. Use a selection of natural and manmade objects to create prints. <br> How the quantity of paint affects the quality of the print. <br> Use natural and manmade materials to create geometric shapes to print. <br> How paint interacts with different surfaces. <br> How to use print to create irregular and regular patterns. |
| $\frac{\text { n }}{\overline{=}}$ | Use a range of paints correctly eg watercolours, powder etc. Use outlines to paint. | Draw a selection of different people, places and things using shape guides. | Wrap thread around objects, Create pom poms and plaits. Organise different threads. Use threads in play. | Use found objects to create prints. <br> Create shapes to print. Use found objects to create repeating and irregular patterns |
| $\begin{aligned} & \text { 그 } \\ & \frac{0}{2} \\ & \text { 믈 } \\ & 0 \\ & > \end{aligned}$ | Secondary colours Tertiary colours Hues | Shape Pressure | wrap, Pom pom, plait, weave, Wrap, thread, appearance, | Print, transfer Geometric, Regular, irregular pattern, found objects |

Art \& Design Layer 2: Skills and Knowledge Progression

Year Three

|  | Term 1 | Term 3 | Term 5 | Art Day |
| :---: | :---: | :---: | :---: | :---: |
| Medium | Drawing | Painting | Sculpture | Collage |
| Artist | Paul Tomlinson | Katsushika Hokusai | Pablo Picasso |  |
| Final Product | Landscape | Volcano Picture | 3D Model from Imagination |  |
| $\begin{aligned} & \stackrel{0}{\mathbf{o}} \\ & \stackrel{0}{0} \\ & \underline{3} \\ & \underline{0} \end{aligned}$ | Identify horizon lines and vanishing points in picture and shapes. | Understand analogous colours and create them on a colour wheel. Understand and identify warm and cold hues. <br> Create an outline in alifierent scales. <br> Understand that paint needs to dry. | How to cut similar size pieces. <br> How to add detail using smaller pieces. <br> How to join clay using a range of techniques. | Cut different shapes. Layer different colours. <br> Embellish using pen. Create a simple background. Select, and cut, different materials. <br> Layer different textures. <br> Embellish using paint. <br> Collage a simple backaround. |
| $\frac{\text { 气 }}{\text { 兴 }}$ | Use 3D shapes to draw a variety of pictures. <br> Find and use the horizon line and vanishing points in drawings. Draw objects from different angles. | Select appropriate brush for purpose. Create a simple background and foreground. <br> Use groups of colours to colour a picture. | Cut out 2D shapes. Add detail using additional pieces of malleable materials. <br> Use score, slip, stick, smooth method to join malleable materials. | Use different types of paper to create a picture. 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. Draw shapes by hand. |
|  | 3D shapes: sphere, cube, cuboid, pyramid, horizon line, vanishing point | Analogous colours, warm and cold hues, colour temperature, scales | Malleable, equal, slip, join, hatching | Embellish, layer, shape, background, Tint, tone, |

Art \& Design Layer 2: Skills and Knowledge Progression

| Year Four |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: |
|  | Term 1 | Term 3 | Term 5 | Art Day |
| Medium | Drawing | Printing | Painting | Textiles |
| Artist | Kiyohiko Azuma | Romero Britto | Sarah Pye |  |
| Final Product | Manga Artwork | Book Cover and Artwork | Countryside Landscape |  |
| $\begin{aligned} & \stackrel{8}{8} \\ & \stackrel{0}{0} \\ & \frac{0}{3} \\ & \underline{0} \end{aligned}$ | Draw contour lines onto 3D shapes. <br> Use horizon line and vanishing point to draw one point perspective. | Use a selection of materials to create organic and geometric prints. <br> How to combine printing materials. <br> Print organic shapes with different textures. | Understand how to change the tint, tone and shade of a hue. Display colours on a value scale. Choose appropriate type of paint for purpose. | How to change the appearance of fabrics. <br> How to change the appearance of fabrics. <br> How to add detail to fabric. |
| 咅 | Draw from observation. Draw objects with light from different angles. Create pictures using one point persepective. | Choose a range of objects to create a printed picture. Choose a range of objects to create a textured picture. | Create a background and foreground using tones, tint and shade. <br> Use tint, tone and shade to colour a picture. <br> Use different scales to create artwork. | Design a piece of artwork to create using glue batik on fabric. Create tie dye. Apply decoration with paint, crayon or printing. |
| $2 \pi$ $\frac{2}{0}$ 응 | Contour lines, hatching, one point perspective | Collagraph, texture | Tint Tone Monochrome Value scale | Fabric, batik, paint, sketch, borders, Tie dye, bind, tie, |

Art \& Design Layer 2: Skills and Knowledge Progression

Year Five

|  | Term 1 | Term 3 | Term 5 | Art Day |
| :---: | :---: | :---: | :---: | :---: |
| Medium | Drawing | Painting | Collage | Sculpture |
| $\stackrel{\vdots}{\frac{\hbar}{\hbar}}$ | Diane Wright \& Anna Dillon | Frida Kahlo | Deborah Roberts |  |
| Final Product | A sketch of Lindisfarne | Fruit watercolour artwork | A self-portrait collage |  |
|  | Experiment with a range of shading techniques. <br> Use horizon line and vanishing point to draw two point perspective. | Create different shades of a hue. Change the saturation of a hue. | Embellish using different textures. Collage detail into a background. <br> Use pictures to create layers. <br> select mediums to create an interesting background. | Know how to create a sculpture using a frame. <br> Know how to add detail to a sculpture. |
| $\frac{\cong}{\overline{\bar{\prime}}}$ | Use knowledge of shape to create a line drawing/ recognisable picture. Create pictures using two point perspective. | Create a clear outline to paint. Use shades and saturation of hues in painting. Experiment with a range of painting techniques e.g. stippling. | Use different materials to add detail <br> Add shade using tints and tones. Draw a wider selection of shapes displaying more control. Use a range of mediums to create texture using embellishments. Use line to create detail. Use overlaying to create an effect. | Create a frame from newspaper or junk modelling. <br> Use Modroc to create a 3D sculpture. <br> Add detail using a range of objects. |
| $\begin{aligned} & \overline{3} \\ & \text { on } \\ & \text { U } \\ & 0 \\ & 0 \end{aligned}$ | Shading techniques: stippling, cross hatching, blending, circulism, short dashes, two point perspective | Shade Saturation | Shade, overlap, Overlay, texture, | Frame, sculpture, form |

Art \& Design Layer 2: Skills and Knowledge Progression

| Year Six |  |  |  |  |
| :---: | :---: | :---: | :---: | :---: |
|  | Term 1 | Term 3 | Term 5 | Art Day |
| Medium | Drawing | Painting | Textiles | Printing |
| Artist | Stephen Wiltshire | Giuseppe Arcimboldo 증? Bedy ${ }^{3}$ coch er | Pacita Abad |  |
| Final Product | A skyline sketch of London | Watercolour portrait of an Ancient Greek inspired by Arcimboldo's fuit/veg paintings. | 3D animals |  |
| $\begin{aligned} & \stackrel{0}{\mathbf{o}} \\ & \frac{0}{0} \\ & \frac{0}{3} \\ & \stackrel{0}{5} \end{aligned}$ | Apply a range of shading techniques to artwork. <br> Apply one and two point perspective in a range of drawings. | Imply texture through painting techniques. <br> Confidently use a selection of brushes, and techniques, in a picture. | How to create artwork using stitching. <br> How to create artwork using stitching. | How to use line within prints to create pictures. How to use line to add detail to images. |
| $\frac{n}{\overline{\bar{心}}}$ | Confidently draw a range of free form pictures and apply appropriate shading. Identify when to use one or two point perspective in their artwork. | Create a more detailed outline. Paint implied texture using chosen painting technique. | Create cross-stitch using different colour threads. Design a piece of artwork on squared paper. | Create pictures to print experimenting with the effect of line, texture colour and repetition. <br> Create pictures to print with detail drawing on knowledge of line, texture, colour and shape. |
| $\begin{aligned} & \text { Z訁 } \\ & \frac{0}{3} \\ & \frac{0}{0} \\ & 0 \\ & \gg \end{aligned}$ | Contour hatching Organic shapes, | Implied texture | cross-stitch, aida, thread, sew, replicate, transfer | Saturation, repetition |

