Art and Design at West Ashton – knowledge and skills progression document

		EYFS	Y1/2	Y3/4	Y5/6
Making Skills	Drawing	(Early Learning Goals) Hold a pencil effectively in	Explore mark making,	Develop drawing skills by	Further develop drawing from
(Procedural		preparation for fluent	experiment with drawing lines	drawing from direct	observation. Draw using
knowledge)		writing – using the tripod	and use 2D shapes to draw.	observation, applying and	perspective, mathematical
		grip in almost all cases.		using geometry and tonal	processes, design, detail and
		Use a range of small tools,	Explore drawing techniques, begin to apply tone to	shading when drawing. Use a range of drawing media.	line.
		including scissors, paint	describe form, develop skill	range of drawing media.	Learn and apply new drawing
		brushes and cutlery.	and control with a range of	Draw still life from observation	techniques such as negative
		,	drawing materials.	and for mark making. Further	drawing, chiaroscuro,
		Safely use and explore a		develop understanding of	expression, sketching and still
		variety of materials, tools		geometry and mathematical	life.
	- · · ·	and techniques,		proportion when drawing.	
	Painting	experimenting with colour, design, texture,	Develop and improve skill and control	Increase and develop skill and control when painting. Apply	Control brush strokes and apply tints and shades when
		form and function.	when painting. Paint with	greater expression and	painting. Paint with greater
			expression and creativity.	creativity to own paintings.	skill and expression, applying
			,	Analyse painting by artists.	tonal techniques and more
					complex colour theory to own
					work.
	Craft, design, materials		Learn a range of materials and	Use materials such as paper	Create mixed media art using
	and techniques		techniques such as clay-	weaving, tie dying, sewing and other craft skills to	found and reclaimed materials. Select materials
			etching, printing and collage.	design and make products.	for a purpose.
			Use a range of materials to	design and make products.	Tor a purpose.
			design and make products	Make art from recycled	Make repeat patterns using
			including craft, weaving,	materials, create sculptures,	printing
			printmaking, sculpture and	print and create using a range	techniques, create digital art
			clay.	of materials. Learn how to	and 3D sculptural forms.
	Knowing and Cala		Down a male out the array in a series	display and present work.	Coloat and main resume as well
	Knowing and Colour applying the		Remember the primary colours and how to mix them	Increase awareness and understanding of mixing and	Select and mix more complex colours to depict thoughts and
	formal		to create secondary	applying colour, including use	feelings.
	elements		colours. Create shades of a	of natural pigments. Use	
			colour and choose and justify		
			colours for purpose.		

	Mix, apply and refine colour mixing for purpose using wet and dry media. Describe their colour selections.	aspects of colour such as tints and shades, for different purposes. Analyse and describe colour and painting techniques in artists work. Manipulate colour for print.	Mix and apply colours to represent still life objects from observation. Express feelings and emotions through colour. Study colours used by Impressionist painters.
Form	Learn about form and space through making sculptures and developing language. Extend their practical ability	Further develop their ability to describe 3D form in a range of materials, including drawing. Develop their ability to	Further extend their ability to describe and model form in 3D using a range of materials.
	to create 3D sculptural forms and begin to understand how to represent form when drawing.	describe and model form in 3D using a range of materials. Analyse and describe how artists use and apply form in their work.	Express and articulate a personal message through sculpture. Analyse and study artists' use of form.
Line	Use, express and experiment with line for purpose, then use appropriate language to describe lines.	Express and describe organic and geometric forms through different types of line.	Extend and develop a greater understanding of applying expression when using line.
	Draw lines with increased skill and confidence. Use line for expression when drawing portraits.	Learn and apply symmetry to draw accurate shapes. Analyse and describe how artists use line in their work.	Deepen knowledge and understanding of using line when drawing portraits. Develop greater skill and control. Study and apply the techniques of other artists.
Pattern	Understand patterns in nature, design and make patterns in a range of materials.	Construct a variety of patterns through craft methods. Further develop knowledge and	Construct patterns through various methods to develop their understanding.
	Learn a range of techniques to make repeating and nonrepeating patterns. Identify natural and man-	understanding of pattern. Create original designs for patterns using geometric repeating shapes. Analyse and	Represent feelings and emotions through patterns. Create sophisticated artwork using their knowledge of pattern.

	made patterns. Create	describe how other artists use	
	patterns of their own.	pattern.	
Shape	Identify, describe and use	Identify, draw and label	Composing original designs
	shape for purpose.	shapes within images and	by adapting and
		objects. Create and form	synthesising the work of
	Compose geometric design	s shapes from 3D materials.	others. Analyse and
	by adapting the work of	·	evaluate artists' use of
	other artists to suit their	Create geometric	shape.
	own ideas.	compositions using	·
		mathematical shapes.	Fluently sketch key shapes
		Analyse and describe the	of objects when drawing.
		use of shape in artist's	Create abstract
		work.	compositions using
		WOTK.	knowledge of other artists'
			work.
Texture	Use materials to create	Analyse and describe texture	Develop understanding of
Texture	textures.	within artists' work.	texture through practical
	15		making activities.
	Identify and describe differen	t Use a range of materials to	
	textures. Select and use	express complex textures.	Understand how artists
	appropriate materials to		manipulate materials to create
	create textures.		texture.
Tone	Understand what tone is and	Develop skill and control when	Develop an increasing
	how to apply this to their owr		sophistication when using tone
	work.	simple shading rules.	to describe objects when
			drawing. Analyse artists' use of
	Experiment with pencils to	Use a variety of tones to	tone.
	create tone. Use tone to	create different effects.	la anno a succession af union
	create form when drawing.	Understand tone in more	Increase awareness of using
		depth to create 3D effects. Analyse and describe use of	tone to describe light and shade, contrast, highlight and
		tone in artists' work.	shadow. Manipulate tone for
		tone in artists work.	halo and chiaroscuro
			techniques.
			techniques.

Generating Ideas (Conceptual knowledge)	Sketchbooks		To use sketchbooks through teacher modelling. Use sketchbooks to record thoughts and ideas and to experiment with materials.	To use sketchbooks to: generate ideas record thoughts and observations make records of visual experiments plan and refine work record observations and ideas develop skill and technique	Develop ideas through sketches, enhance knowledge, skill and technique using experimental media in sketchbooks. Make personal investigations and record observations in sketchbooks. Record experiments with media and try out new techniques and processes in sketchbooks.
	Creating original artwork	Share their creations, explaining the process they have used.	Explore and create ideas for purposes and intentions. Use artist sources to develop their own original artwork. Gaining inspiration for artwork from the natural world.	Create personal artwork using the artwork of others to stimulate them. Use literary sources to inspire art. Express thoughts and feelings through the tactile creation of art. Manipulate materials to achieve desired effects. Represent ideas from multiple perspectives.	Express thoughts and feelings about familiar products. Design new architectural forms, design and invent new products, link artwork to literary sources. Create and invent for purposes. Develop personal, imaginative responses to a theme. Produce personal interpretations of cherished objects, show thoughts and feelings through pattern, create imaginative 3D forms to create meaning. Express ideas about art through messages, graphics, text and images.
Knowledge (Factual knowledge)	Artists, craftspeople, designers		Beatrice Milhazes (Abstract) Bridget Riley (Drawing) David Hockney and Vija Celmins (Drawing) Louis Wain (Movement) Vincent Van Gogh (Texture)	Carl Giles (Drawing) Diego Velazquez (Tone) Prehistoric Artists Luz Perez Ojeda David Hockney Paula Rego	Hundertwasser Banksy Andy Warhol John Singer Sargent Magdalene Odundo Claude Monet

		Jasper Johns (Painting)	Edward Hopper	William Morris
		Renoir, Sorolla, Kroyer	Pieter Brueghel	Edward Hopper
		(Landscape)	Fiona Rae	Kathe Kollwitz
		` ' '	Giuseppe Archimboldo	Pablo Picasso
		Max Ernst (Frottage)	Sokari Douglas Camp	Mark Wallinger
		Ed Ruscha (Shading, Tone) El Anatsui	Paul Cezanne, Jaromir Funke,
		Clarice Cliff (Design)	Barbara Hepworth	Ben
		Nancy McCrosky (Mural)		Nicholson
Evaluation	Identify similarities	Recognise and describe ke	ey Discuss own and other's work	Develop a greater
	and differences to	features of their own and	using an increasingly	understanding of vocabulary
	others' work	other's work.	sophisticated use of art	when discussing their own
			language (formal elements).	and others' work.
		Compare other's work,		
		identifying similarities and	d Build a more complex	Use the language of art with
		differences.	vocabulary when discussing	greater sophistication when
			your own and others' art.	discussing own and others art.
	Reflecting	Describe what they feel a	bout Reflecting on their own work	Regularly analysing and
		their work and the art of	in order to make	reflecting on their intentions
		others.	improvements.	and choices.
		Describe choices and	Use their own and other's	Give reasoned evaluations of
		preferences using the	opinion of work to identify	their own and others work
		language of art.	areas of improvement.	which takes account of
				context and intention.