

Knowledge and Progression in Art

Three and Four-Year-Olds	Physical Development		Reception	Physical Development
	Expressive Arts and Design			Expressive Arts and Design
ELG-End of year Assessment	Physical Development	Fine Motor Skills		
	Expressive Arts and Design	Creating with Materials		

Physical Development

- Use large-muscle movements to wave flags and streamers, paint and make marks.
- Choose the right resources to carry out their own plan.
- Use one-handed tools and equipment, for example, making snips in paper with scissors.
- Use a comfortable grip with good control when holding pens and pencils.

Expressive Arts and Design

- Explore different materials freely, in order to develop their ideas about
- how to use them and what to make.
- Develop their own ideas and then decide which materials to use to express them.
- Join different materials and explore different textures.
- Create closed shapes with continuous lines, and begin to use these shapes to represent objects.
- Draw with increasing complexity and detail, such as representing a face with a circle and including details.
- Use drawing to represent ideas like movement or loud noises.
- Show different emotions in their drawings and paintings, like happiness, sadness, fear, etc.
- Explore colour and colour mixing.

Physical Development

- Develop their small motor skills so that they can use a range of tools competently, safely and confidently.
- Use their core muscle strength to achieve a good posture when sitting at a table or sitting on the floor.

Develop overall body-strength, balance, coordination and agility.

Expressive Arts and Design

- Explore, use and refine a variety of artistic effects to express their ideas and feelings.
- Return to and build on their previous learning, refining ideas and developing their ability to represent them.

Create collaboratively, sharing ideas, resources and skills.

ELG-End of year Assessment

Physical Development

Fine Motor Skills

- Hold a pencil effectively in preparation for fluent writing - using the tripod grip in almost all cases.
- Use a range of small tools, including scissors, paintbrushes and cutlery.
- Begin to show accuracy and care when drawing.

Expressive Arts and Design

Creating with Materials

- Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.
- Share their creations, explaining the process they have used.

Year Group	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Topics	Mary Seacole and Inspirational People of Colour, Light and dark, Local area, Where the Wild Things Are, Fruit and Vegetables, Toys Around the World.	Inspirational People of Colour, The Fire of London, Inventors, The Lighthouse Keepers Lunch, The Seaside	Inspirational People of Colour, The Victorians, Climate, Ancient Greece, Our Local Area	Ancient Benin, The Romans, The Vikings, India, Climate and Environment.	Ancient Egyptians, Space and Explorers, Prehistoric Britain, The Tudors	WW1, Battle of Britain/ Oval during the war, The Aztecs, The Abbasids, Holes
Learning	Use artwork to express ideas, record observations and experiences. Experiment using a range of materials with an open mind Show interest in what he/she likes about others' artwork	Try out different processes and make choices about what to do next. Select particular techniques for a given purpose. Develop and exercise some care and control over the range of materials used. Express clear preferences about creative work and give reasons for these (e.g. I like that because...) Know that different forms of creative works are made by artists, craftspeople and designers from all cultures and times. Talk about the materials, techniques and processes that they have used, using appropriate vocabulary.	Record observations for experimenting with techniques or planning out ideas. Experiment with different materials to create a range of effects and use these techniques in a completed piece of work. Reflect upon what they like or dislike about their work in order to improve it. Know about some of the great artists, architects and designers in history and describe their work.	Collect ideas and develop a plan for a completed piece of art-work. Use taught technical skills to adapt and improve his/her work. Articulate how he/she might improve their work using technical terms and reasons. Describe some of the key ideas, techniques and working practices of artists, architects and designers who he/she has studied.	Develop different ideas which can be used and develop their own choices for materials and techniques used. Confidently and systematically investigate the potential of new and unfamiliar materials and use these learnt techniques within their work. Evaluate their work against their intended outcomes. Research and discuss various artists, architects and designers and the processes they have used.	Select ideas based on first-hand observations, experience or imagination and develop these through open ended research. Refine the use of learnt techniques. Adapt their own final work following feedback or discussion based on their preparatory ideas. Describe the work and ideas of various artists, architects and designers, using appropriate vocabulary and referring to historical and cultural contexts. Explain and justify preferences towards particular artists and styles.
Key vocabulary	Mural, papier Mache, collage, still life, portrait, primary colour.	3D, model making, charcoal, portrait, shade, marbling, weaving, loom, embroidery.	Relief printing, tone, complementary colours, natural, man-made, artificial.	Bleeds, washes, batik, wax resist, collograph, sculpt, sculpture.	Foreground, background, depth, slabs, coils, slips, overlay, monochrome.	Composition, scale, proportion, perspective, focal point, stippling, intricate.
Techniques	Use a variety of tools including pencils, rubbers, crayons, pastels, felt tips, charcoal, chalk and other dry media to represent objects in lines and explore mark making.	Experiment with tones using pencils, chalk and charcoal. Represent things observed, remembered or imagined using paint and other coloured materials. Experiment with rigid and flexible materials.	Explore shading, using different media. Understand and identify key aspects such as complementary colours, colours as tone, warm and cold colours.	Draw familiar objects and living things with correct proportions. Create different effects by using a variety of tools and techniques such as bleeds, washes, scratches and splashes.	Use line, tone and shading to represent things seen, remembered or imagined in 3D. Mix colours to express mood. Divide foreground from background using tone.	Begin to develop an awareness of composition, scale and proportion in their work. Use simple perspective in their work using a single focal point and horizon. Use techniques, colours, tones and effects in an appropriate way to

	<p>Make structures by joining simple objects together.</p> <p>Cut, glue and trim material to create images from a variety of media e.g. fabric, magazines, collage papers, tissue paper and photocopies.</p> <p>Make marks in print using found objects and basic tools and use these to create repeating patterns.</p> <p>Sort, cut and shape fabrics/materials and experiment with ways of joining them.</p>	<p>Make textured collages from a variety of media and by folding, crumpling and tearing materials.</p> <p>Use a variety of printing techniques including block printing on paper and fabric, and rubbings.</p> <p>Develop techniques to join fabrics and apply decoration using simple stitching.</p>	<p>Compare natural and man-made objects and recreate their forms using natural and man-made materials.</p> <p>Create a collage using overlapping and layering.</p> <p>Create and use block printing block such as polysquares and lino collograph.</p> <p>Add detail to work using different types of stitch including cross-stitch.</p>	<p>Plan a sculpture through drawing and other preparatory work.</p> <p>Experiment with creating mood, feeling, movement and areas of interest by selecting appropriate materials and learnt techniques.</p> <p>Print on fabrics using tie-die or batik (wax resist).</p> <p>Use a variety of techniques e.g. papier mache, block printing, collograph printing, working with clay.</p>	<p>Develop skills in using clay including slabs, coils and slips.</p> <p>Add collage to a painted, drawn or printed background using a range of media, different techniques, colours and textures.</p> <p>Experiment with using layers and overlays to create new colours/textures.</p> <p>Return to work over a longer period of time and use a wider range of materials</p>	<p>represent things e.g.brushstrokes follow the direction of grass, stippling to paint sand, watercolour bleeds to show clouds.</p> <p>Use different techniques, colours and textures when designing and making pieces of work- explain his/her choices</p> <p>Create intricate printing patterns.</p> <p>Follow a design brief to achieve an effect for a particular function</p>
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<p>Practical Ideas</p>	<p>Observational pencil drawings of Brixton murals, mural designs using coloured pencils and felt tips.</p> <p>Create light and dark self-portraits with charcoal and rubbers, make shadow sculptures from junk.</p> <p>Design and make a house for Max, Making outfits for Max incl. simple sewing, Where the Wild Things Are collages.</p> <p>Oil pastel/chalk pastel fruit and veg still life, printing with fruit and veg,</p> <p>Design and make our dream toy, make peg dolls with international costumes.</p>	<p>Painted portraits of people of colour, Charcoal and pencil portraits of Windrush passengers. Fire effect marbling, printed London skylines, designing and making Tudor house models.</p> <p>Drawing and painting in the style of Quentin Blake.</p> <p>Shell/fossil making with clay, make natural looms using stick frames and weaving with natural materials, observational shell and fossil studies, puppet making, textile seascapes with stitched details.</p>	<p>African inspired pattern designs using block printing, complimentary colours in African pattern designs, design and make African style toys/animals using natural and man-made materials, explore skin tones in portraits of inspirational people of colour.</p> <p>Victorian portrait collages (e.g. layering and overlapping paper to create skin tones). Victorian frames with stitched embellishment.</p> <p>Observational life drawing posing as Greek statues or Olympians, sketches of Greek architecture around London, design and make Greek vases using clay and papier mache.</p> <p>Explore painting techniques, colours and tones to paint cold and warm climate landscapes. Design and make cold and warm weather clothing. Digital landscapes of our local park exploring complimentary colours.</p>	<p>Design and make Benin inspired masks using printing, draw African plants and animals, charcoal portraits of the Black Abolitionists.</p> <p>Design and make Viking longships, create Viking runes from clay, create Scandinavian landscapes exploring various techniques to create wintery effects.</p> <p>Design and make a Roman villa, explore materials to create a Roman mosaic effect incl. collage and printing, self-portraits as Roman emperors, Design and make Roman coins using clay, drawing and printing busy Roman street scenes.</p> <p>Indian block printing fabric designs, Anish Kapoor inspired contemporary sculptures, River Ganges watercolour landscapes, wax resist Indian designs, Indian inspired embroidery.</p>	<p>Islamic pattern designs with 3D tonal effects, Sarcophagi/canopic jar project (incl. historical research and drawn studies, personalised designs investigating colour and pattern, creating 3D versions with clay, adding colour to final pieces).</p> <p>Drawn studies of prehistoric animals for cave paintings, recreate cave paintings with pastel and spray paint hand effects, observational drawings of Prehistoric tools across time, recreate with clay, Design and make an Iron Age house model.</p> <p>Tudor digital portraits using layering effects, experiment with paints to recreate sections of Holbein paintings, textile Tudor roses with embroidered embellishmen</p> <p>Papier mache planets with textured surfaces, Painted planet studies, Kandinsky inspired abstract space art. Short film inspired by 'The Astronomer's Dream'.</p>	<p>Propaganda posters, design and make an Anderson shelter models, Chalk pastel studies inspired by Henry Moore underground drawings.</p> <p>Design and make an Aztec headdress, explore the ideas and work of Diego Rivera and create a Rivera inspired mural. Compare with contemporary Mexican muralists incl. Curiot & Dr Lakra.</p> <p>Observational drawings of Abbasid patterns. Create designs in response. Print designs using screen or block printing. Design and make a piece of Abbasid inspired pottery. Study Islamic calligraphy. Create a design using lettering, taking inspiration from contemporary Islamic artist, Shah Nawaz.</p> <p>Georgia O'Keefe inspired desert scenes using pastels and watercolours to create different effects.</p> <p>Architecture in Schools.</p>
<p>Inspiration</p>	<p>London mural art incl. Stephen Pusey and Dreph. Shadow sculptures by Tim Noble and Sue Webster. Guiseppe Arcimboldo (fruit and veg portraits/still life), Maurice Sendak.</p>	<p>Harry Jacobs (Brixton photographer), Njideka Akunyili Crosby, Kehinde Wiley, Quentin Blake, collage artist Mark Hearld, textile artist Alice Kettle.</p>	<p>West African textile design, contemporary Black British portrait artists incl. Claudette Johnson. Victorian portrait painters incl. Franz Winterhalter. Claude Monet summer and winter landscapes. David Hockney ipad landscapes.</p>	<p>Ancient Benin bronzes, contemporary Black British portrait artists incl. Barbara Walker. Winter landscapes by Norwegian artists such as Harald Sohlberg (<i>Winter Night in the Mountains</i>) and Nikolai Astrup. Roman architecture, sculpture, mosaics. Traditional Indian textiles, Anish Kapoor sculptures, Nitin Singh watercolours.</p>	<p>Islamic pattern design, Ancient Egyptian art, Prehistoric paintings from Lascaux and around the World, 'How Art Began' doc with Antony Gormley, The First Drawing by Mordicai Gerstein. Hans Holbein Tudor paintings, David Hockney ipad portraits. Wassily Kandinsky. Georges Melies.</p>	<p>WW1 propaganda posters, Henry Moore, Diego Rivera, contemporary Mexican mural artists e.g. Curiot, Dr Lakra. Traditional Abbasid patterns and ceramics, contemporary Arabic artists incl. Shah Nawaz, Georgia O'Keefe.</p>

