



Knowledge and Progression in Art

Early Learning Goals	Exploring and using media and materials: They safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. Being imaginative: Children use what they have learnt about media and materials in original ways, thinking about uses and purposes. They represent their own ideas, thoughts and feelings through design and technology, art, music, dance, role play and stories.					
Year Group	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Topics	Mary Seacole and Inspirational People of Colour- Brixton Market, Dying using natural sources	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	Black History, The Romans, Animals- including Humans, Living Things and their Habitats, The Vikings, India,	Ancient Egyptians, Space and Explorers, Prehistoric Britain, The Tudors	Holes, WW1/WW2, The Aztecs, The Abbasids, The Shang Dynasty
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 activities and make sensible 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 they use When looking at creative work express clear preferences and give some reasons for these (e.g. I like that because...) To know that different forms of creative works are made by artists, craftspeople and designers from all cultures and times. Talk about the materials, techniques	Use a sketchbook for recording 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 dislikes about their work in order to improve it. Know about some of the great artists, architects and designers in history and describe their work.	Use a sketchbook for collecting ideas and developing a plan for a completed piece of artwork. 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, the processes they have used and how they were used in finished products	Select ideas based on first-hand observations, experience or imagination and develop these through open ended research Refine their 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

		and processes that they have used, using appropriate vocabulary				
Key vocabulary	Mural, Papier Mache, Collage, Imapasto	Different forms, materials, technique	Photography- Harry Jacobs, Portraits- Njideka Akunyili Crosby, Collage, Embroidery – Alice Kettle	Anish Kapoor, Chris Offili, Proportions.	Evaluate, materials, Islamic Patterns, Steve Noon, Holbein	Embroidery, mural
Techniques	<p>Use a variety of tools including pencils, rubbers, crayons, pastels, felt tips, charcoal, chalk and other dry media to represent objects in lines</p> <p>Explore mark making using a variety of tools</p> <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>Experiment with tones using pencils, chalk and charcoal</p> <p>Represent things observed, remembered or imagined using paint and other coloured materials</p> <p>Experiment with basic tools on rigid and flexible materials,</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 decorations such as running or over stitch.</p>	<p>Explore shading, using different media</p> <p>Understand and identify key aspects such as complementary colours, colours as tone, warm and cold colours</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 9 relief or impressed techniques)</p>	<p>Draw familiar objects with correct proportions</p> <p>Create different effects by using a variety of tools and techniques such as bleeds, washes, scratches and splashes</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`</p> <p>Use a variety of techniques e.g. printing, papier mache, block printing, collograph printing</p>	<p>Use line, tone and shading to represent things seen, remembered or imagined in three dimensions</p> <p>Mix colours to express mood, divide foreground from background or demonstrate tones</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>Begin to develop an awareness of composition, scale and proportion in their work</p> <p>Use simple perspective in their work using a single focal point and horizon</p> <p>Use techniques, colours, tones and effects in an appropriate way to represent things e.g. brushstrokes follow the direction of grass, stippling to paint sand, watercolour bleeds to show clouds</p> <p>Produce intricate patterns and textures in a malleable media</p> <p>Use different techniques, colours and textures when designing when designing and making pieces of work- explain his/her choices</p> <p>Create intricate printing patterns by modifying sketchbook designs</p> <p>Follow a design brief to achieve an effect for a particular function</p>

Key vocabulary	Observational drawing, impasto, structures	Charcoal. Looms,, Textiles, Seascapes	Relief, impressed,tone media	Bleeds, washes, batik, collograph	Tone, mood,texture, slabs, coils	Malleable, embellishments, propaganda
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