| **FS2 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**
 |
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| * Sketching
 | * Begin to use a pencils with control and develop an effective grip when drawing using a range of different medium - pencils, colouring pencils, oil pastels, felt tips, chalk
* Begin to name the different drawing tools/medium.
* Use drawing tools to create lines and shapes
* Begin to link lines together to create a piece of art work.
* Begin to use their own imagination to create their art work
* Experiment with colouring pencils, pens, oil pastels to colour and begin to stay within the lines.
* Share their creations and explain their process
 |
| * Painting
 | * Recognise colour
* Recognise primary colours
* Begin to understand how to mix colours to create simple secondary colours
* Begin to understand warm and cool colours
* Experiment with different styles of paint - poster, watercolour, brusho, marbling
* Apply a simple wash
* Begin to develop some control when painting
* Share their creations and explain their process
 |
| * Mixed Media
 | * Begin to manipulate clay to create a three dimensional model
* Begin to smooth and blend clay
* Begin to select and use tools to create textures
* Use a variety of collage materials to create their artwork
* Begin to use skills such as tearing, scrunching and layering
* Use natural materials to create a piece of art
* Share their creations and explain their process
 |
| * Digital Art
 | * Draw using a mouse and begin to use tools to choose shapes, lines and fill
* Explore 2 publish+ and RNA for their artwork
 |
| * Artists
 | * Explore a variety of artists and look at their styles of art work
* Andy Goldsworthy - Yvonne Comber
* Augustin Edouart - Tanya Hinton
* Wassily Kandinsky
 |

| **Key Stage 1 Art Progression: Being an Artist**  |
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| **Pupils should be taught:*** **to use a range of materials creatively to design and make products**
* **to use drawing, painting and sculpture to develop and share their ideas, experiences**

**and imagination*** **to develop a wide range of art techniques using colour, pattern, texture,**

**line, shape, form and space** * **about the work of a range of artists describing the differences and similarities between different practices and disciplines, and making links to their own work.**
 |

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| **Year 1** |
| **Sketching** |
| * Use pencils with an effective grip and demonstrate control when drawing using a range of different medium - pencils, colouring pencils, oil pastels, felt tips, chalk/charcoal.
* Name the different drawing tools.
* Use drawing tools to create lines of different thickness
* Explore how shapes can be used to create a piece of art work.
* Link lines together to create a piece of art work.
* Use their imagination to create their own piece of art work using lines and shapes.
* Use colouring pencils, pens, oil pastels to colour within the lines.

Know some artists who use sketching (lines and shapes) in their work and discuss their work. |
| **Painting** |
| * Identify primary colours
* Understand how to mix colours to create secondary colours
* Create different shades of primary colours (lighter/darker)
* Use different styles of paint - poster, watercolour and apply a wash
* Develop control when painting
* Select and use different size brushes for a purpose.

  |
| **Mixed Media (Sculpture, Collage, Printing)** |
| * Explore artists who create mosaics and respond with their own thoughts.
* Design a mosaic pattern
* Use mosaics (coloured cardboard) to create their own mosaic pattern
* Cut and fit mosaics to create their design.
* Explore printing with different printing tools
* Design and create their own printing block

Create a pattern or picture using the printing blocks. |
| **Digital Art** |
| Use an ICT package (RNA) to create artwork. Select tools to draw straight and wavy lines, fill, insert shapes and select different mediums. |
| **Artists:*** Explore and know a range of artists and designers.
* Reflect on an artist’s work communicating observations, thoughts and feelings about the artwork
* Create art inspired by an artist
 |
| Paul KleeAnton GaudiFrida KahloPicassoAlma Thomas |

| **Key Stage 1 Art Progression: Being an Artist**  |
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| **Pupils should be taught:*** **to use a range of materials creatively to design and make products**
* **to use drawing, painting and sculpture to develop and share their ideas, experiences**

**and imagination*** **to develop a wide range of art techniques using colour, pattern, texture,**

**line, shape, form and space** * **about the work of a range of artists describing the differences and similarities between different practices and disciplines, and making links to their own work.**
 |

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| **Year 2** |
| **Sketching** |
| * Use drawing tools effectively with control and accuracy – pencils, charcoal, felt tips, oil pastels.
* Draw lines and shapes from observations showing different tones and textures.
* Explore lines and blending using pencils, chalk and oil pastels.
* Create objects in the foreground that appear larger than those in the background.
* Add detail to sketches using the side of a pencil for shading.
* Explore drawing tools which blend easily and those which don’t.
* Know some artists using drawing in their work and discuss the medium they have used and their thoughts about the piece. (landscapes/portraits/observational drawing)
 |
| **Painting** |
| * Develop control when painting
* Explore colour, creating secondary colours, different tones and tints.
* Explore how paint can create different textures.
* Use different styles of paint – watercolour, poster paint
* Explore using colour to create a mood
* Apply colour using underpainting/wash, brush strokes, dotting, printing.
* Explore artists who use paint to create their work and understand the style of work and medium used.
 |
| **Mixed Media (Sculpture, Collage, Printing)** |
| * Explore famous artists who create sculptures – describe sculptures, suggest how they have been created and respond with their own thoughts
* Understand sculptures are three dimensional and can be created using a variety of materials
* Twist, knot, tie, intertwine, join and construct using materials
* Experiment with a range of collage techniques such as tearing, overlapping and layering to create art work and represent textures.
 |
| **Digital Art** |
| * Use an ICT package (RNA) to create artwork. Select different mediums for effect, mix colours and draw using lines and/or shapes.
 |
| **Artists:*** Explore and know a range of artists and designers.
* Reflect on an artist’s work communicating observations, thoughts and feelings about the artwork
* Create art inspired by an artist
 |
| Roy LichtensteinFrances HatchHokusaiManga, Masahiko Kimura |

| **Lower Key Stage 2 Art and Design Progression: Being an Artist** |
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| **Pupils should be taught:****To develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.****To create sketch books to record their observations and use them to review and revisit ideas.****To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials.****About great artists, architects and designers in history.** |
| **Year 3** |
| **Sketching** |
| * Use sketch books to plan and develop ideas and record experimentations.
* Begin to demonstrate some control and develop simple use of patterns in a drawing. (pencil, charcoal, pens)
* Experiment with creating textures and produce patterns using a variety of materials (pencil, charcoal, pastels, pens)
* Begin to use shading to show light and shadow effects
* Understand proportion and reflect this in my sketching.
 |
| **Painting** |
| * Demonstrate increasing control with a selection of brush sizes.
* Experiment with different effects and textures – blocking in colour/washes/thickened paint.
* Understand how to light and darken paint (hue, shade, tint, tone)
* Identify and use primary and secondary colours.
* Begin to understand complimentary colours.
* Begin to mix colour, shades and tones with increasing confidence and predict outcomes.
 |
| **Mixed Media (Sculpture, Collage, Printing)**  |
| * Create artwork using mixed media
* Select and use materials to achieve a specific outcome
* Experiment with a range of collaging techniques such as tearing, overlapping and layering.
* Design and create own print and use the process to create patterns

Identify the tools used for printing |
| **Digital Art** |
| Create digital art (RNA) using a variety of tools and selecting appropriate mediums for effects. Mix colours and include repeating designs within their pieces of work. |
| **Artists** * Explore and know a range of artists and designers and reflect this in their sketch books.
* Reflect and comment on an artist’s work
* Create work inspired by an artist
 |
| * Matisse
* Dafne Murrilo
 |

| **Lower Key Stage 2 Art and Design Progression: Being an Artist** |
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| **Pupils should be taught:****To develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.****To create sketch books to record their observations and use them to review and revisit ideas.****To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials.****About great artists, architects and designers in history.** |
| **Year 4** |
| **Sketching** |
| * Use sketch books to plan and develop ideas and record experimentations.
* Demonstrate control using a pencil, charcoal, pens)
* Create different patterns, lines and textures in their sketches.
* Reflect proportion in sketches
* Begin to understand objects having a third dimension
* Demonstrate how a pencil can create different shades
* Demonstrate light and shadows in their own sketches
 |
| **Painting** |
| * Control the marks made when painting
* Use paint to create textures and use different brushstroke techniques.
* Experiment painting with acrylic, poster and water colour paints
* Choose specific size paintbrushes for different areas/styles of painting.
* Demonstrate control when painting
* Use complimentary colours
* Identify primary and secondary colours and mix colours to create different tints, shades and tones
* Create moods in their paintings
 |
| **Mixed Media (Sculpture, Collage, Printing)**  |
| * Create a sculpture of a 3 dimensional model
* Use and manipulate clay, use slip, score the clay, smooth, blend and coil.
* Use tools to add pattern and texture to a clay model
* Design and create their own print (string glued to block or polystyrene with a design carved)
* Use printing tools to overlay colours and produce a print
* Begin to understand relief and resist printing
 |
| **Digital Art** |
| * Experiment with technology to take photographs to use in their artwork
* Create digital art (RNA or Paint) using colour picker to edit photographs/images.
* Create digital art (RNA) selecting appropriate mediums for effects and mix colours.
 |
| **Artists** * Explore and know a range of artists and designers and reflect this in their sketch books.
* Reflect and comment on an artist’s work
* Create work inspired by an artist
 |
| * David Hockey
* Nick Mackman
 |

| **Upper Key Stage 2 Art and Design Progression: Being an Artist** |
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| **Year 5** |
| **Sketching** |
| * Understand line, tone, pattern and texture and begin to demonstrate these in sketch books.
* Begin to use a variety of techniques to add effect – shadowing, hatching, cross hatching.
* Create a detailed drawing.
* Explore different techniques for different purposes
* Understand drawing is used in a range of different jobs (architecture, fashion, illustration –books, computer gaming etc).
 |
| **Painting** |
| * Show control when painting and demonstrate an understanding of how to create different effects and textures
* Use colours to create atmosphere and light effects
* Mix colours and create shades and tones
* Understand the language of hue, tint, tone and shades.

Identify and use primary, secondary, complementary and contrasting colours. |
| **Mixed Media (Sculpture, Collage and Printing)** |
| * Combine materials and process to design and create a three dimensional form.
* Understand the properties of mod rock and layer in order to create the desired shape and texture.
* Use a variety of techniques such as weaving, twisting and bending to manipulate materials
* Manipulate clay to create their own design

Use tools to carve and scratch patterns to create their design |
| **Digital Art** |
| * Use technology to take and adapt photographs to use as part of their artwork
* Create digital art (RNA or Paint) using colour picker to edit photographs/images.

  |
| **Artists*** Explore the work of a range of artists and designers and collate information about the artists in sketch books.
* Reflect on an artist’s work
* Understand how an artist work can have an influence in society and to other artists
* Create work inspired by an artist and experiment with some of their styles.
 |
| * Van Gogh
* Joseph Cornell

George Segal |

| **Upper Key Stage 2 Art and Design Progression: Being an Artist** |
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| **Year 6** |
| **Sketching** |
| * Understand line, tone, pattern and texture and demonstrate these in sketch books.
* Apply a range of techniques to add effect – shadowing, hatching, cross hatching, stipling.
* Develop their own style of drawing
* Understand and use different techniques for different purposes.
* Experiment with different grades of pencils and pen.
* Understand drawing is used in a range of different jobs (architecture, fashion, illustration –books, computer gaming etc).
 |
| **Painting** |
| * Show control when painting and create different effects, textures and depth
* Create and choose colours and effects for specific reasons and convey feelings.
* Use colours to create atmosphere, light effects and blend.
* Use the language of hue, tint, tone and shades
* Identify and use primary, secondary, complementary and contrasting colours.
 |
| **Mixed Media (Sculpture, Collage and Printing)** |
| * Design and a create a three dimensional sculpture
* Shape, form, model and join using wire of varying size.
* Use a variety of techniques such as twisting, weaving, braiding, wrapping and tying.
* Begin to use tools to manipulate and cut the wire
* Begin to develop their knowledge of pattern making and understand how to produce a design
* Demonstrate precision in techniques
* Understand names of different fabrics and their qualities
* Choose from a range of stitching techniques
 |
| **Digital Art** |
| * Use technology to take and adapt photographs to use as part of their artwork
* Select tools to mix and create their own colours
* Combine media to create their artwork
 |
| **Artists*** Explore the work of a range of artists and designers and collate information about the artists in sketch books.
* Reflect on an artist’s work
* Understand how an artist work can have an influence in society and to other artists
* Create work inspired by an artist and experiment with some of their styles.
 |
| * Elizabeth St Hilare
* Holbein
 |