| **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** |
| --- | --- |
| * 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** |
| --- |
| **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.** |

|  |
| --- |
| **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 Klee  Anton Gaudi  Frida Kahlo  Picasso  Alma Thomas |

| **Key Stage 1 Art Progression: Being an Artist** |
| --- |
| **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.** |

|  |
| --- |
| **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 Lichtenstein  Frances Hatch  Hokusai  Manga, Masahiko Kimura |

| **Lower Key Stage 2 Art and Design Progression: Being an Artist** |
| --- |
| **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** |
| --- |
| **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** |
| --- |
| **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** |
| --- |
| **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 |