

St. Laurence CofE Junior Academy

Art and Design Progression of Skills

Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Learning					
<ul style="list-style-type: none"> -Use tools and equipment safely and in the correct way. -Explore the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work. -Look at and talk about own work and that of other artists and the techniques they had used. 	<ul style="list-style-type: none"> -Use equipment and media with increasing confidence. -Use a sketchbook to plan and develop simple ideas and making simple informed choices in media. -Explore the work of a range of artists, craft makers and designers, describing the differences and similarities and making links to their own work. -Discuss own work and others work, expressing thoughts and feelings. -Identify changes they might make or how their work could be developed further. 	<ul style="list-style-type: none"> - 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 the completed piece of work. - Explain what he/she likes or dislikes about their work. - Know about some of the great artists, architects and designers in history and describe their work. 	<ul style="list-style-type: none"> - 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 as a matter of routine. - Describe some of the key ideas, techniques and working practices of artists, architects and designers who he/she has studied. 	<ul style="list-style-type: none"> - Develop different ideas which can be used and explain his/her choices for the materials and techniques used. - Confidently and systematically investigate the potential of new and unfamiliar materials and use these learnt techniques within his/her work. - Evaluate his/her work against their intended outcome. - Research and discuss various artists, architects and designers and discuss their processes and explain how these were used in the finished product. 	<ul style="list-style-type: none"> - Select ideas based on first hand observations, experience or imagination and develop these through open ended research. - Refine his/her use of learnt techniques. - Adapt his/her 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 different styles and artists.

Techniques					
<ul style="list-style-type: none"> -Experiment in a variety of malleable media such as clay, papier Mache, Salt dough, modroc. - Shape and model materials for a purpose, e.g. pot, tile from observation and imagination. -Impress and apply simple decoration techniques: impressed, painted, applied. -Continue to manipulate malleable materials in a variety of ways including rolling, pinching and kneading. 	<ul style="list-style-type: none"> - Shape, form, construct and model from observation and imagination. - Demonstrate experience in surface patterns/textures and use them when appropriate. -Explore carving as a form of 3D art. 	<ul style="list-style-type: none"> - Explore shading, using different media. - Understand and identify key aspects such as complementary colours, colour as tone, warm and cold colours. - Compare and recreate form of natural and manmade objects. - He/she is able to create a collage using overlapping and layering. - Create printing blocks using relief or impressed techniques. - Add detail to work using different types of stitch, including cross-stitch. 	<ul style="list-style-type: none"> - Draws familiar objects with correct proportions. - Create different effects by using a variety of tools and techniques such as bleeds, washes, scratches and splashes. - Plan a sculpture through drawing and other preparatory work. - Experiment with creating mood, feeling, movement and areas of interest by selecting appropriate materials and learnt techniques. - Use a variety of techniques e.g. marbling, silkscreen and cold water paste. - Print on fabrics using tie-dyes or batik. 	<ul style="list-style-type: none"> - Use line, tone and shading to represent things seen, remembered or imagined in three dimensions. - Mix colours to express mood, divide foreground from background or demonstrate tones. - Develop skills in using clay including slabs, coils and slips. - Add collage to a painted, drawn or printed background using a range of media, different techniques, colours and textures. - Experiment with using layers and overlays to create new colours/textures. - Return to work over longer periods of time and use a wider range of materials. 	<ul style="list-style-type: none"> - 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 represent things seen - brushstrokes following the direction of the grass, stippling to paint sand, watercolour bleeds to show clouds. - Produce intricate patterns and textures in a malleable media. - Use different techniques, colours and textures when designing and making pieces of work and explain his/her choices. - Create intricate printing patterns by simplifying and modifying sketchbook designs. - Follow a design brief to achieve an effect for a particular function.