Much Woolton Catholic Primary School.

‘With Jesus we love, learn and grow.’

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|  | Art and design Progression of Skills. |
|  | Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6  |
| Drawing | * Use a variety of tools, inc. pencils, rubbers, crayons, pastels, felt tips, charcoal, ballpoints, chalk and other dry media.
* Begin to explore the use of line, shape and colour.

**GD CHALLENGE:** Begin to draw for a sustained period of time. | **As Year 1 plus:*** Draw for a sustained period of time from the figure and real objects, including single and grouped objects.
* Experiment with the visual elements; line, shape, pattern and colour.
* Look at drawings and comment thoughtfully, Begin to discuss the use of shadows and use of light/dark.
* Sketch to make quick records of something.
* Work out ideas through drawing.

**GD CHALLENGE:** Begin to independently apply use of shadows and light and dark in their own drawings. | **As Year 2 plus:*** Experiment with different grades of pencil and other implements.
* Plan, refine and alter their drawings as necessary.
* Draw for a sustained period of time at their own level.
* Use different media to achieve variations in line, texture, tone, colour, shape and pattern.
* Make initial sketches as a preparation for painting.
* Demonstrate improved accuracy when drawing people and faces.

**GD CHALLENGE:** Independently select and apply different media to achieve variations in line, texture, tone, colour shape and pattern. | **As year 3 plus:*** Make informed choices in drawing inc. paper and media.
* Alter and refine drawings and describe changes using art vocabulary.
* Use research to inspire drawings from memory and imagination.
* Explore relationships between line and tone, pattern and shape, line and texture.
* Identify and draw the effect of light (shadows) on a surface, on objects and people.
* Begin to create technical drawings.

**GD CHALLENGE:** Begin to independently use a variety of techniques to show the effect of light on objects or people. E.G rubbers to lighten, tones of the same colour. | **As year 4 plus:*** Use a variety of source material for their work.
* Work in a sustained and independent way from observation, experience and imagination.
* Explore the potential properties of the visual elements, line, tone, pattern, texture, colour and shape (cross hatch, pointillism etc).
* Observe and use a variety of techniques to show the effect of light on objects and people. E.g use rubbers to lighten, use pencils to show tone, Use tones of the same colour.

**GD CHALLENGE:** Consistently and independently apply the techniques to show light, tone texture etc when drawing. | **As year 5 plus:*** Demonstrate a wide variety of ways to make different marks with dry and wet media.
* Manipulate and experiment with the elements of art: line, tone, pattern, texture, form, space, colour and shape.
* Look at the effect of light on a shape from different directions.
* Introduce the concept of perspective.
* Produce increasingly detailed preparatory sketches for painting and other work.
* Create computer generated drawings.

**GD CHALLENGE:** Successfully apply the concept of perspective in own drawings. |

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|  | Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6  |
| Painting/Printing | * Communicate something about themselves in their painting.
* Create moods in their paintings.
* Choose to use thick and thin brushes as appropriate.
* Paint a picture of something they can see.
* Name the primary and secondary colours.

**GD CHALLENGE:** Begin to mix primary colours to make some secondary colours. | **As in Year 1 plus:*** Mix paint to create all the secondary colours.
* Mix and match colours, predict outcomes.
* Mix their own brown.
* Make tints by adding white.
* Make tones by adding black.
* Create a print using pressing, rolling, rubbing and stamping.
* Create a print like a designer.

 **GD CHALLENGE:**Independently and consistently predict, mix and use their own colours when painting. | **As in Year 2 plus:*** Predict with accuracy the colours that they mix.
* Know where each of the primary and secondary colours sits on the colour wheel.
* Create a background using a wash.
* Use a range of brushes to create different effects.
* Make a printing block.
* Make a 2 colour print.

**GD CHALLENGE:**Begin to consider use of different effects to introduce mood and feeling to their paintings. | **As in Year 3 plus:*** Create all the colours they need.
* Create mood in their paintings.
* Successfully use shading, tone and brushstrokes to create mood and feeling.

**GD CHALLENGE:**Begin to use a variety of techniques including dots, scratches and splashes.  | **As in Year 4 plus:*** Create all the colours they need.
* Consistently create mood in their paintings.
* Express their emotions accurately through their painting and sketches.
* Experiment with batik techniques.

**GD CHALLENGE:** Explore the effect of light, texture, colour and tone in their work. |  **As in Year 5 plus:*** Explain what their own style is.
* Use a wide range of techniques in their work.
* Explain why they have chosen specific painting techniques.
* Print using a number of colours.
* Create an accurate print design that meets a given criteria.
* Print onto different materials.
* Overprint using different colours.
* Look very carefully at the methods they use and make decisions about the effectiveness of their printing methods.

**GD CHALLENGE:** design prints for fabric book/wallpaper etc. Experiment with approaches used by other artists. |

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|  | Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6  |
| 3D /sculptureTextiles  | * Cut and tear paper and card for their collages.
* Gather and sort the materials they will need.
* Sort threads and fabrics.
* Group fabrics and threads by colour and texture.
* Weave with fabric and thread.
* Experiment with materials to create a 3D effect.

**GD CHALLENGE:** have a detailed idea of materials which will be most effective for the task. | As Year 1 plus:Experiment with materials for a purpose, creating a 3D effect and explaining process in some detail. Cut and shape fabric using scissors.Use weaving and stitching to represent something known or familiar. **GD CHALLENGE:** use weaving and stitching to create several textural effects.  | As Year 2 plus:Add onto their work to create further texture and shape.* Use more than one type of stitch.
* Join fabric using glue.
* Sew fabrics together.
* Begin to sculpt with malleable material –clay.

**GD CHALLENGE: produce intricate patterns and textures in a malleable material such as clay.**  | As Year 3 plus:* Plan a sculpture through detailed drawing and other preparatory work.
* Show an understanding of shape, space and form.
* Experiment with materials and processes to design and make 3D form, adapting features as necessary.
* Use ceramic mosaic to produce a piece of art.

**GD CHALLENGE:**

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| **able to describe the media being used, and explain in detail the specific purpose of their work.**  |

 | As Year 4 plus:* Use recycled, natural and manmade materials to create sculpture.
* Use fabrics to create 3D structures with pattern and texture.
* Shape, form, model and construct from observation or imagination.
* Combine visual and tactile qualities.

**GD CHALLENGE:****experiment with a range of media to overlap and layer creating interesting colours, textures and effects.**  | **As Year 5 plus:**Look at 3D work from a variety of genres and cultures to develop own response and opinions. Design an artefact using knowledge of techniques for a specific outcome. Use different techniques, colours and textures etc when designing and making pieces of work. Make imaginative use of the knowledge they have of tools, techniques and materials to express own ideas and feelings.**GD CHALLENGE:****look at colour, texture, shape, form and pattern in 3D structures and transfer their knowledge to their own detailed creations.** |

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| Sketchbooks / Knowledge and understanding | * Record and explore ideas from first hand observation, experience and imagination.
* Describe what they can see and like in the work of another artist.
* Ask sensible questions about a piece of art.
 | **As year 1 plus;*** Identify what they might change in their current work or develop in their future work.
* Record and explore ideas from first hand observation, experience and imagination.
* Annotate work in sketchbook.
* Keep notes in their sketch books as to how they have changed their work.

Knowledge* Say how other artists have used colour, pattern and shape.
* Create a piece of work in response to another artist’s piece of work.
 | **As year 2 plus:*** Explore the roles and purposes of artists, craftspeople and designers working in different times and cultures.
* Use their sketch books to express feelings about a subject and to describe likes and dislikes.
* Make notes in their sketch books about techniques used by artists.
* Suggest improvements to their work by keeping notes in their sketch books.
* Compare the work of different artists.
* Explore work from other cultures.
* Explore work from other periods of time.
* Begin to understand the viewpoints of others by looking at images of people and understand how they are feeling and what the artist is trying to express in their work.
 | **As year 3 plus:*** Collect images and information independently in a sketchbook.
* Experiment with different styles which artists have used.
* Explain art from other periods of history.
* Use their sketch books to adapt and improve their original ideas.
* Keep notes about the purpose of their work in their sketch books.
 | **As year 4 plus:*** Use a sketchbook to develop ideas independently.
* Learn about the work of others by looking at their work in books, the Internet, visits to galleries and other sources of information.
* Include technical aspects in their work, e.g. architectural design
* Keep notes in their sketch books as to how they might develop their work further.
* Use their sketch books to compare and discuss ideas with others.
 | **As year 5 plus:** * Develop ideas using different or mixed media, using a sketchbook.
* Independently identify artists who have worked in a similar way to their own work.
* Independently selects materials and techniques to use to create a specific outcome.
* Make a record about the styles and qualities in their work.
* Say what their work is influenced by.
* Sketchbooks contain detailed notes, and quotes explaining about items.
* Compare their methods to those of others and keep notes in their sketch books.
* Adapt and refine their work to reflect its meaning and purpose, keeping notes and annotations in their sketch books.
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