






St Margaret's C of E Junior School

Progression of Skills and knowledge in Art & Design

	Autumn
	Spring
	Summer

Skills	Year 3	Year 4
Knowledge		
<u>Exploring and developing ideas</u>	<ul style="list-style-type: none"> -Select and record from first hand observation, experience and imagination. -Make thoughtful observations about starting points and select ideas to use in their work. - Explore artists, craftspeople and designers working in different times and cultures. -Know the names of key artists/craftspeople/designers and the media they worked in (painter/sculptor etc) -Know basic information about the work of the artist. 	<ul style="list-style-type: none"> -Select and record from first hand observation, experience and imagination. -Question and make thoughtful observations about starting points and select ideas to use in their work. - Explore the purposes of artists, craftspeople and designers in different times and cultures. -Know the names of key artists/craftspeople/designers and the media they worked in (painter/sculptor etc). -Know more in-depth information about the work and approach of the artist.
<u>Evaluating and developing work</u>	<ul style="list-style-type: none"> -Compare ideas in their own and others' work and say what they think and feel. -Adapt their work and describe how they might develop it. -Use key words to describe and compare: shape, colour, size, pattern, line and texture 	<ul style="list-style-type: none"> -Compare ideas and methods and approaches in their own and others' work and say what they think and feel. -Adapt their work and describe how they might develop it. - Annotate work in sketchbook. -Use key words to describe and compare: shape (form), colour, size, pattern, line and texture. -Know the approach/technique used when discussing how work was created -Explain and express mood created by art
<u>Breadth of study</u>	<ul style="list-style-type: none"> - Work on own/collaboratively on projects in 2 and 3 dimensions. - Use ICT as a tool for Art. -Investigate art, craft and design in the locality. -Discuss locality and links with art, craft and design. 	<ul style="list-style-type: none"> -Work on own/collaboratively on projects in 2 and 3 dimensions on different scales. - Use ICT as a tool for Art. -Investigate art, craft and design in the locality and in a variety of genres. -Discuss local artists/craftsmen/designers and know of their work.
<u>Drawing</u>	<ul style="list-style-type: none"> -Use different grades of pencil and media (pencils, charcoal, felt tips) to achieve variations in line, texture, tone, colour, shape and pattern. -Know that pencils have different grades for showing light and dark. -Explain that different lines are used to draw objects. - Draw for a sustained period of time at own level. -Observe and draw simple shapes –natural and man-made looking at line and pattern. -Draw both the positive and negative shapes i.e draw the outline of the object and the shapes it creates within it. -Encourage more accurate drawings of people – particularly facial detail. - Know the meaning of the word proportion and use the basic proportions of the face. -Observe and draw landscapes as accurately as possible, introducing simple proportion of the skyline. -Give reasons for differences in proportion. -Begin to discuss use of shadows, use of light and dark. -Know what light and dark means and identify light and dark areas. -Use their sketchbook to collect information, make sketches and plan work. 	<ul style="list-style-type: none"> -Select own media (pencils, charcoal, felt tips) to achieve variations in line, texture, tone, colour, shape and pattern. -Know that pencils have different grades for showing light/dark and different variations and name some grades. -Explain how mark making such as cross-hatch is used to show light and dark. -Refine drawings and describe changes using art vocabulary. -Use research to inspire drawings from memory and imagination. -Identify and draw the effect of light (shadows) on a surface, on objects and people. -Provide reasons why there are dark and light areas and explain how you would create dark and light areas with media -Develop the concepts of scale and proportion. -Explain the meaning of 'scale' and the need for proportion. -Encourage more accurate and detailed drawings of whole people, building on their work on facial features to include proportion, placement and shape of body. -Use the basic proportions of the body. -Begin to explore angle and perspective. -Explain what is meant by angle and perspective. -Use their sketchbook to collect information, make sketches and plan work more independently.
<u>Painting</u>	<ul style="list-style-type: none"> -Mix a variety of colours to make colour wheels to show primary and secondary colours. -Name the primary and secondary colours and know which primary colours are mixed to make secondary colours. -Make as many tones of one colour using primary colours and white. -Know what tone means. -Darken colours without using black. - Experiment with effects and textures including. Blocking in colour, washes, thickened paint etc. -Know painting terms: blocking in and washes -Explain how the artist used paint. -Begin to apply colour using dotting, scratching, splashing to imitate an artist technique. -Introduce technique of Pointillism – control over coloured dots, so tone and shading is evident. -Apply colour on a range of scales using different tools e.g. thin brush on small picture etc. 	<ul style="list-style-type: none"> -Make and match colours with increasing accuracy- primary, secondary and earthy -Identify the colour families and the contrasting families. -Know that mixing secondary colours results in tertiary (earthy) colours -Use more specific colour language e.g. tint, tone, shade, hue. -Know key words: tint, tone, shades and hue. -Mix and match colours to those in a work of art or colour chart. -Observe colours on hands and faces - mix flesh colours -Use colour to reflect moods using artist technique(Matisse) -Explain how the artist used the paint and provide reasons for the artists' choice of colours. -Show increasing independence and control with the painting process and selection of tools.

<u>Printing</u>	<ul style="list-style-type: none"> -Print using a variety of materials, objects and techniques including mono, layering, relief and impressed printing processes on a variety of papers. -Know what a mono and press print are and identify the tools correctly. -Explore colour mixing through overlapping colour prints. -To explore pattern and shape, creating designs for printing. -Use the equipment and media with increasing confidence. -Talk about the processes using language appropriate to skill. -Explain the printing process to another. -Discuss own and other artists work. (Packaging, Hiroshige, Escher, etc.) -Know basic information about the work of the artist. -Use sketchbook for recording and testing. 	<ul style="list-style-type: none"> - Create and refine using a variety of materials, objects and techniques including resist printing including marbling, silkscreen and cold-water paste. -Know what relief and resist printing techniques are and identify the tools correctly. -Explores images and recreate texture through deliberate selection of materials wallpaper, string, polystyrene etc. -Interpret environmental and manmade patterns and form -Talk about the processes using language appropriate to skill and discuss the nature of effects able to modify and adapt print as work progresses -Explain the printing process to another. -Compare own work and that of other artists. -Know information about the artist's work and make links with own. -Use sketchbook for recording textures/patterns.
<u>Textiles</u>	<ul style="list-style-type: none"> -Use a variety of techniques such as weaving, embroidery, paper and plastic trappings. -Explain what weaving and embroidery are and know how to carry out the process. -Use colour to express an idea in weaving - seasons, moods, or create a picture - swamp, seascape. -Develop skills in stitching, cutting and joining. -Experiment with a range of media e.g. overlapping, layering etc. -Use large and smaller eyed needles with different thicknesses of threads. -Use different sized running stitches and begin to explore cross-stitch. -Name and identify different basic stitches. -Name the tools and materials they have used. 	<ul style="list-style-type: none"> -Use a variety of techniques such as quilting, embroidery, plastic trappings and simple appliqué with material shapes attached using running stitch. -Explain what quilting and applique are and how to carry out the process. -Combine skills more readily. -Use a wider variety of stitches to 'draw' with and develop pattern and texture – e.g. zig zag stitch, chain stitch, seeding. -Name a broader range of stitches such as zig-zag and chain. - Refine and alter ideas and explain choices using an art vocabulary to express the textures chosen and mood created. -Look at fabrics from other countries and discuss. Compare with own. -Name and match the tool to the material and explain its use.
<u>Collage</u>	<ul style="list-style-type: none"> -Handling, manipulating and enjoying using materials -Know what collage means -Identify the different paper types being used. -Know the difference between cutting and tearing paper. -Selects, sorts, tears and securing items down using various ideas. -Use a variety of techniques such as layering, weaving, paper and plastic trappings. -Explain the process of layering and know the term overlapping. -Name the tools and materials they have used. -Develop skills in cutting and joining. - Experiment with a range of media e.g. overlapping, layering etc. -Use colour to express an idea such as in weaving - seasons, moods, or create a picture - swamp, seascape. -Awareness of the nature of materials and surfaces – fragile, tough, durable. 	<ul style="list-style-type: none"> -Handling, manipulating and enjoying using materials -Identify the different paper and fabric types used and explain the visual (mood) and tactile elements of them. -Selects, sorts, tears and securing items down using various ideas. -Know layering terms such as: fore ground, middle ground and background -Know how to correctly join/bond specific materials – tape, nail, glue. -Match the tool to the material. -Name the tools/materials used and explain how they have used them. -Combine skills more readily. -Choose collage as a means of extending work already achieved. Using initial sketches to aid work. -Refine and alter ideas and explain choices using an art vocabulary. -Collect visual information from a variety of sources, describing with vocabulary based on the visual and tactile elements. Experiments with paste resist. -Continue experimenting with creating mood, feeling, movement and areas of interest.
<u>3 D form</u>	<ul style="list-style-type: none"> -Join clay adequately with a simple base for extending and modelling other shapes. -Know what 2D and 3D mean and identify 3D examples. -Know how to join clay together and the drying process of clay. -Know basic techniques such as thumb pots and coiling -Shape, form, model and construct from observation and / or imagination -Begin to have some thought towards size and basic discussion about aesthetics -Cut and join wood safely and effectively. -Know what paper-mache is and explain the process -Plan and develop ideas in sketchbook and make simple choices about media. -Use the equipment with reasonable independence and media with increasing confidence. -Identify and name the equipment being used. -Look at work of other artists and discuss ideas. 	<ul style="list-style-type: none"> -Use a variety of materials such as clay, papier-mâché and card with an informed choice about 3D technique chosen. -Identify a range of 3D techniques and the material used -Identify 3D examples and state how they were constructed and explain the stages of the process being used to another. -Show an understanding of shape, space and form whilst thinking about light and shadow. -Know the terms: form, shape and space when discussing sculpture -Understand that pottery needs firing and glazing -Know strengthening techniques -Experienced surface patterns / textures. -Investigate, analyse and interpret natural and manmade forms of construction. -Talk about their work showing good understanding of how it was constructed. -Discuss own work and work of other sculptors with comparisons made. (Hepworth, Arp, Nevelson, Gabo, etc) -Know information about the artist's work and make links with own. -Work safely, to organize working area and clear away. -Plan and develop ideas in sketchbook.