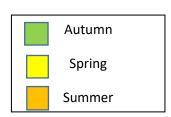


St Margaret's C of E Junior School

Progression of Skills and knowledge in Art & Design



Skills	Year 3	Year 4
Knowledge Exploring and developing ideas	-Select and record from first hand observation, experience and imaginationMake thoughtful observations about starting points and select ideas to use in their work Explore artists, craftspeople and designers working in different times and culturesKnow 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.	-Select and record from first hand observation, experience and imaginationQuestion 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 culturesKnow 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.
Evaluating and developing work	-Know basic information about the work of the artist. -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	-Know more in-depth information about the work and approach of the artist. -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
Breadth of study	 - 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. 	-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>	-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.	-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. -Explain what is meant by angle and perspective. -Use their sketchbook to collect information, make sketches and plan work more independently.
<u>Painting</u>	-Mix a variety of colours to make colour wheels to show primary and secondary coloursName the primary and secondary colours and know which primary colours are mixed to make secondary coloursMake as many tones of one colour using primary colours and whiteKnow what tone meansDarken colours without using black Experiment with effects and textures including. Blocking in colour, washes, thickened paint etcKnow painting terms: blocking in and washes -Explain how the artist used paintBegin to apply colour using dotting, scratching, splashing to imitate an artist techniqueIntroduce technique of Pointillism – control over coloured dots, so tone and shading is evidentApply colour on a range of scales using different tools e.g. thin brush on small picture etc.	-Make and match colours with increasing accuracy- primary, secondary and earthy -Identify the colour families and the contrasting familiesKnow that mixing secondary colours results in tertiary (earthy) colours -Use more specific colour language e.g. tint, tone, shade, hueKnow key words: tint, tone, shades and hueMix and match colours to those in a work of art or colour chartObserve 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 coloursShow increasing independence and control with the painting process and selection of tools.

Printing	-Print using a variety of materials, objects and techniques including mono, layering, relief and impressed printing processes on a variety of papers.	- Create and refine using a variety of materials, objects and techniques including resist printing including marbling, silkscreen and cold-water paste.
	-Know what a mono and press print are and identify the tools correctly.	-Know what relief and resist printing techniques are and identify the tools correctly.
	-Explore colour mixing through overlapping colour prints.	-Explores images and recreate texture through deliberate selection of materials wallpaper, string, polystyrene
	-To explore pattern and shape, creating designs for printing.	etc.
	-Use the equipment and media with increasing confidence.	-Interpret environmental and manmade patterns and form
	-Talk about the processes using language appropriate to skill.	-Talk about the processes using language appropriate to skill and discuss the nature of effects able to modify
	-Explain the printing process to another.	and adapt print as work progresses
	-Discuss own and other artists work. (Packaging, Hiroshige, Escher, etc.)	-Explain the printing process to another.
	-Know basic information about the work of the artist.	-Compare own work and that of other artists.
	-Use sketchbook for recording and testing.	-Know information about the artist's work and make links with own.
	ose sketchbook for recording that testing.	-Use sketchbook for recording textures/patterns.
<u>Textiles</u>	-Use a variety of techniques such as weaving, embroidery, paper and plastic trappings.	-Use a variety of techniques such as quilting, embroidery, plastic trappings and simple appliqué with material
	-Explain what weaving and embroidery are and know how to carry out the process.	shapes attached using running stitch.
	-Use colour to express an idea in weaving - seasons, moods, or create a picture - swamp, seascape.	-Explain what quilting and applique are and how to carry out the process.
	-Develop skills in stitching, cutting and joining.	-Combine skills more readily.
	-Experiment with a range of media e.g. overlapping, layering etc.	-Use a wider variety of stitches to 'draw' with and develop pattern and texture – e.g. zig zag stitch, chain stitch
	-Use large and smaller eyed needles with different thicknesses of threads.	
	-Use different sized running stitches and begin to explore cross-stitch.	seeding. -Name a broader range of stitches such as zig-zag and chain.
	-Name and identify different basic stitches.	- Refine and alter ideas and explain choices using an art vocabulary to express the textures chosen and mood
	-Name the tools and materials they have used.	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>	-Handling, manipulating and enjoying using materials	-Handling, manipulating and enjoying using materials
	-Know what collage means	-Identify the different paper and fabric types used and explain the visual (mood) and tactile elements of them.
	-Identify the different paper types being used.	-Selects, sorts, tears and securing items down using various ideas.
	-Know the difference between cutting and tearing paper.	-Know layering terms such as: fore ground, middle ground and background
	-Selects, sorts, tears and securing items down using various ideas.	-Know how to correctly join/bond specific materials – tape, nail, glue.
	-Use a variety of techniques such as layering, weaving, paper and plastic trappings.	-Match the tool to the material.
	-Explain the process of layering and know the term overlapping.	-Name the tools/materials used and explain how they have used them.
	-Name the tools and materials they have used.	-Combine skills more readily.
	-Develop skills in cutting and joining.	-Choose collage as a means of extending work already achieved. Using initial sketches to aid work.
	- Experiment with a range of media e.g. overlapping, layering etc.	-Refine and alter ideas and explain choices using an art vocabulary.
	-Use colour to express an idea such as in weaving - seasons, moods, or create a picture - swamp, seascape.	-Collect visual information from a variety of sources, describing with vocabulary based on the visual and tactile
	-Awareness of the nature of materials and surfaces – fragile, tough, durable.	elements. Experiments with paste resist.
		-Continue experimenting with creating mood, feeling, movement and areas of interest.
3 D form	-Join clay adequately with a simple base for extending and modelling other shapes.	-Use a variety of materials such as clay, papier-mâché and card with an informed choice about 3D technique
	-Know what 2D and 3D mean and identify 3D examples.	chosen.
	-Know how to join clay together and the drying process of clay.	-Identify a range of 3D techniques and the material used
	-Know basic techniques such as thumb pots and coiling	-Identify 3D examples and state how they were constructed and explain the stages of the process being used to
	-Shape, form, model and construct from observation and / or imagination	another.
	-Begin to have some thought towards size and basic discussion about aesthetics	-Show an understanding of shape, space and form whilst thinking about light and shadow.
	-Cut and join wood safely and effectively.	-Know the terms: form, shape and space when discussing sculpture
	-Know what paper-mache is and explain the process	-Understand that pottery needs firing and glazing
	-Plan and develop ideas in sketchbook and make simple choices about media.	-Know strengthening techniques
	-Use the equipment with reasonable independence and media with increasing confidence.	-Experienced surface patterns / textures.
	-Identify and name the equipment being used.	-Investigate, analyse and interpret natural and manmade forms of construction.
	-Look at work of other artists and discuss ideas.	-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.