

Broadwood Primary School

Art and Design– Progression Map



	Nursery	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Materials and Techniques			Use a range of materials creatively to design and make products. Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space		Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]			
Drawing	Efficient pencil grip to be taught – activities to promote fine motor skills, coordination and control. Explore range of man-made, natural and found materials – what does this do?	Hold tools correctly and use with control (with malleable materials & painting techniques) Create enclosures – use to represent objects. Use scissors effectively to cut along a line. Explore range of man-made, natural and found materials – what can I use this for?	Produce lines in a range of different tones using a pencil, creating line, patterns, shapes, textures. Use colouring pencils and crayons to solidly infill outline shapes in appropriate colours. Use felt tip pens; specifically, black as an outline.	Produce a growing range of patterns and textures and tones with a single pencil. Experiment using charcoal and white chalk. Begin to show light and shadow. Solidly infill shapes using colour pencils, pastels, etc. Use a range of drawing media in different ways: hatching, scribble, stippling, blending.	Control a pencil to produce a wide range of tones, patterns and textures. Draw from observation in large and small scale. Show light and shadow using pencil skills. Make observation drawing of an object to show shape & pattern. Start to explore colour mixing with coloured pencils.	Use drawing pencils & chalk to create contrasting effects of line, texture & tone. Shade and enhance light. Select different techniques for different purposes: shading, hatching, etc. Consider composition – back-, mid-, and foreground. Use very simple perspective.	Use drawing pencils, charcoal & chalk to create contrasting effects of line, texture & tone. Develop blending skills with charcoal and chalk to show line, texture and tone in observational drawings. Use water soluble fine liner pens to make observation drawings & learn the wash technique. Develop use of perspective (1-point)	Become experienced in elements – line, tone, pattern, texture, etc. Use a viewfinder to focus on small areas. Colour mix with colour pencils and be using a wide tonal range within their work. Use multi-point perspective.
Painting			Mix a variety of greens, oranges and purples from primary colours. Develop control with brushes. Know when to use a thick and when to use a thin brush.	Mix thick and thin paint and begin to understand how texture affects the final product. Understand that tint is adding white and tone is adding black.	Predict colour mixing and tinting and toning results with increasing accuracy. Use powder paint to experiment creating a range of textures. Revise creating a wash with watercolours, starting	Experience using the colour wheel. Mix colours to a theme (e.g. autumn, plants, sand). Scrafitto technique (wax crayon block of colour, paint over with black paint,	Mix paints to match the colours in real objects. Replicate patterns, colours and textures from the style of a well-known artist.	Mix paint colours to match subtle colour of someone or something. Replicate patterns, colours and textures from the style of another well-known artist. Use perspective in compositions.

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			<p>Create a wash with watercolour paints.</p>	<p>Control paint using small brushes delicately, use spatula or blowing to create texture.</p> <p>Create a wash with watercolour paints. Know to start at the top of the page and paint in the same direction.</p> <p>Understand the terms landscape and portrait.</p>	<p>at the top, painting in the same direction. Add a silhouette. Add finer detail with small brushes.</p>	<p>etch paint off with cocktail stick).</p> <p>Mix tones of grey and use thin watery paint as a base to create atmosphere.</p>		
Collage			<p>Carefully cut & tear shapes from paper. Carefully glue or paste shapes onto background. Use primary coloured tissue to create secondary colours in a picture.</p>	<p>Use fabric appropriately in the design of a picture. Combine different media to create a collage.</p>	<p>Handle materials, tear & cut shapes reasonably well. Choose appropriate textures for subject matter. Give idea of space & distance. Mix translucent materials to gain colour mixes.</p>	<p>Make symmetrical shapes by drawing & cutting paper. Explore qualities of materials & use them effectively. Small scale collage from observation drawing of an object.</p>	<p>Use observation drawing of natural object to create a wool/string collage pattern showing texture. Use art straws/card to create a 3D picture based on a painting. Combine mixture of materials to create a collage based on a painting/drawing.</p>	<p>Interpret a portrait painting in collage, using appropriate materials. Create a mosaic picture. Create a portrait using appropriate materials to show character and feeling. Create a stained-glass window effect picture using overlapping tissue to create colours & outline in black pen.</p>
Digital			<p>In 'paint' software, use the fill tool.</p>	<p>Continue refining use of basic tools in 'paint' software. Experiment with different brush</p>	<p>Take digital photographs, carefully composing their shots.</p>	<p>Take digital photographs, carefully composing their shots.</p>	<p>Use digital and video cameras to record observations.</p>	<p>Use digital and video cameras to record observations. Use digital images as a starting point for</p>

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			<p>Change the brush size 'paint' software. Draw lines and shapes in 'paint' software. Take digital photographs and begin to understand how they are transferred to the computer.</p>	<p>effects in 'paint' software Rotate images on a screen. Take digital photographs, beginning to think about composing their shots.</p>	<p>Use digital images as a starting point for creative work in different areas of art. Use 'paint' software to explore colour, pattern and texture, line and tone, shape, form and space.</p>	<p>Begin to crop photographs in a photo editing package (photoscape). Use 'paint' software to explore colour, pattern and texture, line and tone, shape, form and space. Use digital images as a starting point for creative work in different areas of art.</p>	<p>Use digital images as a starting point for creative work in different areas of art. Make simple animations Begin to experiment editing photographs in photo editing software (photoscape).</p>	<p>creative work in different areas of art. Make simple animations Perform simple functions (e.g crop) when editing photographs in photo editing software (photoscape).</p>
Sculpture (3D)			<p>Draw objects & make mini models using modelling material. Roll out clay to an even thickness to create a tile. Experiment with simple tools and objects to impress and shape. Create variety of junk models choosing kind of</p>	<p>Use pinch, coil and slab techniques to produce a clay object. Join clay using slip Make distinct patterns. with impressed shapes Use art straws to make flat constructions. Make models from junk materials choosing construction materials needed.</p>	<p>Learn the coil pot technique with clay. Use tools appropriately. Decorate using impressions printed on surface. Use papier maché on a balloon or similar to create a mask or similar object. Create 'real life' & 'giant' sized objects from previous observation drawings.</p>	<p>Make a clay object using pinch/thumb pot technique, blending attached pieces for strength. Create a sculpture from observational drawing (E.g part of human body). Make a papier maché object. Use cardboard materials to create an object.</p>	<p>Design 3D objects using paintings etc as inspiration. Form curved & straight sided blocks out of clay. Blend shapes of clay carefully & effectively to make a larger object. Cut and model clay to required shape & texture. Recognise sculptural forms in the environment: furniture, buildings, etc.</p>	

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			<p>construction material needed.</p> <p>Learn papier maché technique using cellulose paste or watered down PVA and strips of newspaper.</p>	<p>Make a papier maché relief picture.</p>	<p>Carve into media using tools safely.</p>		<p>Become aware of the effect of time, etc. upon sculptures.</p> <p>Combine cardboard & papier mache to create a carefully made sculpture creating mood through the colours.</p>	
Expression			<p>Use drawing, painting and sculpture to develop and share ideas, experiences and imagination</p>		<p>Create sketch books to record their observations and use them to review and revisit ideas</p>			
			<p>Start to record simple media explorations within a sketch book.</p> <p>Work on different types and colours of papers and surfaces.</p> <p>Share work and share opinions about other children's work.</p>	<p>Start to record simple media explorations within a sketch book.</p> <p>Work from direct observation.</p> <p>Work from imagination.</p> <p>Select and control materials.</p> <p>Use colour to show emotion.</p> <p>Share work and share opinions about other children's work, and that of other artists.</p>	<p>Use a sketch book to plan and develop ideas.</p> <p>Use a sketchbook to store information on colour mixing, brush marks, etc.</p> <p>Express different feelings through drawing.</p> <p>Create an imaginative drawing.</p> <p>Select and work from direct observation.</p> <p>Create an abstract design based on their observation drawings.</p> <p>Share work and share opinions about other children's work, and that of other artists.</p>	<p>Use a sketch book to plan and develop ideas.</p> <p>Use a sketchbook to store information on colour mixing, brush marks, etc.</p> <p>Select different techniques for different purposes: shading, hatching, etc.</p> <p>Create a design using warm or cold colours & curved or straight lines.</p> <p>Able to discuss and evaluate work and discuss the work of others</p>	<p>Use a sketchbook to store information on colour mixing, brush marks, etc.</p> <p>Start to develop own style using explorations and experimentations from sketch book.</p> <p>Start to process, adapt and change ideas for end pieces.</p> <p>Start to work in the style of a few artists (not copying).</p> <p>Able to discuss and evaluate work and discuss the work of others</p>	<p>Use a sketchbook to store information on colour mixing, brush marks, etc. Start to develop own style using explorations and experimentations from sketch book.</p> <p>Work in mixed media.</p> <p>Process, adapt and change ideas for end pieces.</p> <p>Produce a distorted image.</p> <p>Create work in the style of a well-known artist (not copying).</p> <p>Produce a painting that captures the colour, tone & texture of an object.</p>

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								Design and paint an object, creating humour in the design. Able to discuss and evaluate work and discuss the work of others. Look at art and design forms of all kinds. Express likes and dislikes to form a personal response
Artists			Study the work of a range of artists, craft makers and designers		Study great artists, architects and designers in history			
	Jackson Pollock Piet Mondrian Molly Upton	Wasily Kandinsky Jasper Johns Alma Thomas	Henri Matisse Joan Miro	Antony Gormley Eugene Carchesio Georges Seurat Andy Goldsworthy	Margaret Morrison Michael Craig Martin	Andy Warhol Romero Britto	David Hockney Roy Lichtenstein Barbara Hepworth Alberto Giacometti	Robert Rauschenberg Frida Kahlo Marc Chagall (Starting to place key artists into movements, historical awareness).