

Art and Design Curriculum Progression



Years 1 and 2	Knowledge	Skills	Vocabulary
Artistic Techniques	<ul style="list-style-type: none"> Using a range of artistic materials to design and make products Use drawing to share ideas, experiences and imaginations Use painting to share ideas, experiences and imaginations Use sculpture to share ideas, experiences and imaginations Develop a wide range of techniques in using colour, pattern, texture, line, shape, form and space using clay and printing to large scale and 3D Learn about the work of a range of artists, craftsmen and designers, describing the differences and similarities between practices and disciplines, and making links to their own work 	Explore simple forms including: <ul style="list-style-type: none"> Drawing, painting, 3D form, clay, printing Work on their own, and collaboratively with others, on projects in 2 and 3 dimensions and on different scales Use ICT 	See below
Exploring and Developing Ideas		<ul style="list-style-type: none"> Record and explore ideas from first hand observation, experience and imagination Ask and answer questions about the starting points for their work and the processes they have used. Develop their ideas. Explore the differences and similarities within the work of artists, craftspeople 	
Evaluating and Developing		<ul style="list-style-type: none"> Review what they and others have done and say what they think and feel about it Identify what they might change in their current work or develop in their future work 	
		<ul style="list-style-type: none"> 	

Years 3 and 4	Knowledge	Skills	Vocabulary
Artistic Techniques	<ul style="list-style-type: none"> Develop personal techniques including control and use of materials Experiment through art with an increasing awareness of different kinds of art, craft and design Create sketch books to record observations and use them to review and revisit ideas, and collect visual material to help them to develop their ideas Improve mastery of techniques such as drawing, painting and sculpture with varying materials (e.g. pencil, charcoal, paint, clay) Learn about the greatest artists, architects and designers in history 	Work on more complex outcomes, with varying techniques using different mediums: <ul style="list-style-type: none"> Drawing, painting, sculpture/3D form, clay, printing, collage Work on their own, and collaboratively with others, on projects in 2 and 3 dimensions and on different scales Use ICT 	See below
Exploring and Developing Ideas		<ul style="list-style-type: none"> Select and record from first hand observation, experience and imagination, and explore ideas for different purposes Question and make thoughtful observations about starting points and select ideas to use in their work Explore the roles and purposes of artists, craftspeople and designers working in different times and cultures 	
Evaluating and Developing		<ul style="list-style-type: none"> Compare ideas, methods and approaches in their own and others' work and say what they think and feel about them Adapt their work according to their views and describe how they might develop it further 	



Years 5 and 6	Knowledge	Skills	Vocabulary
Artistic Techniques	<ul style="list-style-type: none"> Continue to progressively develop personal techniques including control and use of materials Increasingly experiment through art with an increasing awareness of different kinds of art, craft and design Create sketch books to record observations and use them to review and revisit ideas, and collect visual material to help them to develop their ideas Improve mastery of increasingly complex techniques through drawing, painting and sculpture with varying materials Learn about the greatest artists, architects and designers in history 	Experiment more confidently with varying mediums and combinations of mediums where appropriate: <ul style="list-style-type: none"> Drawing, Painting, Sculpture / 3D form, Clay, Printing, Collage, Textiles, Digital art Work on their own, and collaboratively with others, on projects in 2 and 3 dimensions and on different scales Use ICT 	See below
Exploring and Developing Ideas		<ul style="list-style-type: none"> Select and record from first hand observation, experience and imagination, and explore ideas for different purposes Question and make thoughtful observations about starting points and select ideas and processes to use in their work Explore the roles and purposes of artists, craftspeople and designers working in different times and cultures 	
Evaluating and Developing		<ul style="list-style-type: none"> Compare ideas, methods and approaches in their own and others' work and say what they think and feel about them Adapt their work according to their views and describe how they might develop it further 	

Vocabulary

	FS	Y1	Y2	Y3	Y4	Y5	Y6			
				IN ADDITION TO PREVIOUS YEARS:	IN ADDITION TO PREVIOUS YEARS:					
Vocabulary of an artist when Exploring, Developing and Evaluating		Observation Different Similar Compare Artist	Differences Similarities Background	Creative process Plan Design Make Adapt Sources Variation Plain Busy rough	Smooth Swirling Uneven Colourful Bright Dark Realist Unrealistic Simple boring	Fine Dull Patterned Crowded Flat Natural Opaque Translucent Focus	Comparison Contrast Media Study Experiences Imagination Properties Reflecting Distance	Symbolic Subtle Complex Complimentary Contrasting	Purpose Manipulate Dry media Wet media Digital media Independent Research Range Sources	Test Atmosphere Representation Engaging Consistent Inconsistent Delicate Flowing Vibrant
	FS	Y1	Y2	Y3	Y4	Y5	Y6			

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Vocabulary of an artist when drawing	Draw Pattern Repeating Thick Thin Line Shape Colour	IN ADDITION TO PREVIOUS YEARS: Shade Change	IN ADDITION TO PREVIOUS YEARS: Sketchbook Layer Smudge Blend Tone Layer Figure Object Single Group Pattern	ADDITION TO PREVIOUS YEARS: Grades of pencil Scale Symmetry Refine Alter Visual Sources Texture	I IN ADDITION TO PREVIOUS YEARS: Paper types	IN ADDITION TO PREVIOUS YEARS: NO NEW VOCABULARY	IN ADDITION TO PREVIOUS YEARS: Dry media Wet media Mixed media
Vocabulary of an artist when Painting and Printing	Materials Tools Technique match mix Primary Colours Secondary colours	IN ADDITION TO PREVIOUS YEARS: Brush size Paint (poster, powder, watercolour) Natural and man-made Printing (block) Rubbings Pattern	IN ADDITION TO PREVIOUS YEARS: Shade Tone Acrylic paint Water colour paint Poster paint Brush mark Artefact Objects Layering Scraping Scales (small, large)	IN ADDITION TO PREVIOUS YEARS: Colour-scheme Colour spectrum Tertiary colours Blocking Colour washing Thickened paint Properties Application Opacity Water resistant Pattern Shape	IN ADDITION TO PREVIOUS YEARS: Tint Tone Hue Marbling Silkscreen Coldwater paste	IN ADDITION TO PREVIOUS YEARS: Colour match Colour mix Warm colours Cold colours Complementary colours Contrasting colours Poly bricks Relief Resist Layers Repetition Inks Overlay	IN ADDITION TO PREVIOUS YEARS: Harmony Composition Mood Abstract
Vocabulary of an artist when using textiles, collage and 3D-Form	Model Collage Textiles Rolling Kneading Shaping Texture Construct Join Natural Man-made	IN ADDITION TO PREVIOUS YEARS: Sculpture Manipulate Shaping Slip Form	IN ADDITION TO PREVIOUS YEARS: Weaving French-knitting Stitch Knot Tie-dyeing Fabric crayons Wax / oil-resistant Care Malleable Recycled	IN ADDITION TO PREVIOUS YEARS: Printing Quilting Embroidery Paper and paper trappings Appliqué Overlapping Layering Papier mache Transparent	IN ADDITION TO PREVIOUS YEARS: Carving Surface Tactile	IN ADDITION TO PREVIOUS YEARS: • Tapestry	IN ADDITION TO PREVIOUS YEARS: Slabs Coils Mould Plaster