



Rotherhithe Primary School Art and Design

Progression of Skills & Knowledge



- Caring
- Courageous
- Ambitious
- Resilient
- Empathetic

Technique and materials	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<p>Drawing</p> <p>Pencil, charcoal, inks, chalk, pastels, ICT software</p> <p><i>Suggested Artists: Leonardo Da Vinci, Vincent Van Gogh, Poonac</i></p>	<ul style="list-style-type: none"> - Begins to use a variety of drawing tools - Experiments with marks - uses lines to represent shapes and objects - represents experiences and feelings through drawing 	<ul style="list-style-type: none"> -Extend variety of drawing tools -use lines to represent objects and things seen, remembered or observed -use sketchbook to make observational drawings—faces, limbs, landscapes -investigate tone—light and dark 	<ul style="list-style-type: none"> - Experiment with visual elements; line, texture, tone, shape, pattern - Use a sketchbook to make observational drawings (including landscapes and faces) and to try out ideas - Explore use of shadows (light/dark) 	<ul style="list-style-type: none"> -Experiment with sketching pencils - Experiment with visual elements; line, texture, tone, shape, pattern. - Develop close observation skills - Create accurate drawings of faces in proportion - Use sketchbook to collect and record visual information from different sources and try out ideas - Initial sketches to be used as a preparation for painting 	<ul style="list-style-type: none"> - Continue to experiment with visual elements; line, texture, tone, shape, pattern - Create accurate drawings of the human body (proportion) - Develop scale and proportion - Use sketchbook to collect and record visual information from different sources and try out ideas. -Develop awareness of composition; fore/middle and backgrounds - Identify and draw the effect of light 	<ul style="list-style-type: none"> - Use angled lines to give a sense of depth (perspective) - Interpret the texture of a surface - Use sketchbook to develop ideas. - Produce increasingly accurate drawings of people - Explore effect of light on objects from different directions 	<ul style="list-style-type: none"> - Develop concept of perspective - Develop texture - Develop ideas in sketchbooks - Develop drawing of movement - Explore effect of light from different angles



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<p>Painting and colour</p> <p>Painting, inks, dyes, textiles, pencils, crayon, pastels</p> <p><i>Suggested Artists: Pollock, Monet, Chagall, Ben Moseley, Van Gogh</i></p>	<ul style="list-style-type: none"> - learn the names of different colours -explores colour and how it can be changed -Chooses colour for a purpose -Use a range of tools to make coloured marks on paper -represents experiences and feelings through painting 	<ul style="list-style-type: none"> - use thick and thin brushes - apply colour with a range of tools—straws, matchsticks, different brushes, sponges ect. - Know the names of primary and secondary colours. - Mix primary colours to make secondary - Create colour wheels 	<ul style="list-style-type: none"> - use thick and thin brushes - Mix primary colours to make secondary - Add white to colours to make tints and black to colours to make tones - Create colour wheels - Experiment with adding water to make washes. 	<ul style="list-style-type: none"> - Use varied brush techniques to produce shapes, patterns and lines. - Mix colours effectively - Mix a variety of colours, tints and shades and use a developed colour vocabulary - Use watercolour to produce washes for backgrounds then add detail 	<ul style="list-style-type: none"> - Use varied brush techniques to produce shapes, textures, patterns and lines. - Make and match colours with increasing accuracy. - Use more specific colour language. - Use watercolour to produce washes for backgrounds then add detail - Experiment with creating mood and colour - Show an awareness of composition in paintings. 	<ul style="list-style-type: none"> - Sketch before painting to combine line and colour - Combine colours to enhance mood of a piece - Use brush techniques to create texture - Create a colour palette based upon colours observed in the natural or build world - Develop a personal style of painting, drawing upon ideas from other artists. 	<ul style="list-style-type: none"> - Sketch before painting to combine line and colour - Combine colours, tone and tints to enhance the mood of a piece - Use brush techniques and the qualities of watercolour and acrylic paints to create visually interesting pieces
<p>3D work</p> <p>clay, dough, modelling, wire, paper, sculpture, mod roc</p>	<ul style="list-style-type: none"> - using tools for a purpose -joining construction pieces together -Selects tools and techniques needed to shape, 	<ul style="list-style-type: none"> -construct -use materials to make known objects -carve, pinch, roll coils and slabs using clay and 	<ul style="list-style-type: none"> - Replicate lines, patterns and textures from other sculptors - Use rolling, cutting, moulding, carving 	<ul style="list-style-type: none"> - Shape, form, model and construct (malleable and rigid materials) - Plan and develop understanding of different 	<ul style="list-style-type: none"> - Create and combine shapes to create recognisable forms - Include texture that conveys feelings, expression or movement 	<ul style="list-style-type: none"> - Show life-like qualities and real-life proportions - Use sketchbooks to plan and develop ideas to shape, form, model and join 	<ul style="list-style-type: none"> - Use sketchbooks to plan and develop ideas to shape, form, model and join - Use frameworks



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<p><i>Suggested Artists: Henry Moore, Barbara Hepworth, Andy Goldsworthy</i></p>	<p>assemble and join materials</p>	<p>other modelling materials</p> <ul style="list-style-type: none"> -Make simple joins - Express personal experiences and ideas 	<ul style="list-style-type: none"> - Awareness of natural and man-made forms - Express personal experiences and ideas 	<p>adhesives and methods of construction</p> <ul style="list-style-type: none"> - Add materials to provide detail 	<ul style="list-style-type: none"> - Use clay and other mouldable materials - Learn how to join and blend coils (e.g. make coil pots) -Discuss own work and work of other sculptors 	<ul style="list-style-type: none"> - Use tools to carve and add shapes, textures and patterns - Discuss and evaluate own work and that of other sculptors 	<p>(such as wire or moulds) to provide stability and form.</p> <ul style="list-style-type: none"> - Develop skills in cutting and joining wire. - Add modroc and/or wire mesh to create sculptures. - Discuss and evaluate own work and that of other sculptors
<p>Textiles and texture</p> <p>Textiles, exploring different textures, collage</p> <p><i>Suggested Artists:</i></p>	<ul style="list-style-type: none"> - Experiments to create different textures -Manipulates materials to achieve a planned effect -Experiments with different media to create new effects 	<ul style="list-style-type: none"> -experiment to create different textures (e.g. by mixing materials) -explore and describe found textures -weaving -sort collage and other materials according to specific qualities 	<ul style="list-style-type: none"> - Use large eyed needles – running stitches - Start to explore other simple stitches - Use a combination of materials that are cut, torn and glued 	<ul style="list-style-type: none"> - Select and arrange materials for a striking effect - Ensure work is precise - Use coiling, overlapping, tessellation, mosaic and montage 	<ul style="list-style-type: none"> - Use a wider variety of stitches - observation and design of textural art - experimenting with creating mood, feeling, movement- - compare different fabrics 	<ul style="list-style-type: none"> - Mix textures (rough/smooth, plain/patterned) - Combine visual and tactile qualities - use stories, music, poems as stimuli - artists using textiles 	<ul style="list-style-type: none"> - Apply knowledge of different techniques to express feelings - Work collaboratively on a larger scale



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<p>Linda Caverley, Molly Williams, William Morris, Gustav Klimt, Giuseppe Archimboldo</p>		<ul style="list-style-type: none"> -create collages 	<ul style="list-style-type: none"> - Sort and arrange materials - Mix materials to create texture 	<ul style="list-style-type: none"> -Use smaller eyed needles and finer threads - weaving - Tie dying, batik 			
<p>Printing</p> <p>found materials, fruit, veg, wood blocks, press print, lino, string printing</p> <p>Suggested Artists: Picasso, Dan Mather, Andy Warhol</p>	<ul style="list-style-type: none"> -Experiment with taking rubbings -Explore printing using hands and feet -Print with a variety of objects 	<ul style="list-style-type: none"> -Relief printing - Develop impressed images - Use repeating/ overlapping shapes - Mimic print - Use objects to create prints - Press, roll, rub and stamp to make prints 	<ul style="list-style-type: none"> - Print with a growing range of objects - Identify the different forms printing takes - monoprinting 	<ul style="list-style-type: none"> - relief and impressed printing - recording textures/patterns - Make printing blocks - colour mixing through overlapping colour prints 	<ul style="list-style-type: none"> - Use layers of 2 or more colours - Make precise repeating patterns - Use sketchbook for recording textures/patterns - Interpret environmental and manmade patterns - modify and adapt print 	<ul style="list-style-type: none"> - Build up layers of colours - Create an accurate pattern, showing fine detail - combining prints - design prints -discuss and evaluate own work and that of others 	<ul style="list-style-type: none"> - Builds up drawings and images of whole or parts of items using various techniques - Screen printing - Explore printing techniques used by various artists
<p>Pattern</p> <p>paint, pencil, textiles, clay, printing.</p>	<ul style="list-style-type: none"> - Simple symmetry - Repeating patterns 	<ul style="list-style-type: none"> -symmetry -repeating patterns 	<ul style="list-style-type: none"> - Experiment by arranging, folding, repeating, overlapping, 	<ul style="list-style-type: none"> - pattern in the environment - use ICT to create patterns 	<ul style="list-style-type: none"> - Explore environmental and manmade patterns -Create tessellations 	<ul style="list-style-type: none"> - Create own abstract pattern to reflect personal experiences and expression 	<ul style="list-style-type: none"> - Create own abstract pattern to reflect personal experiences

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<p>Suggested Artists: Joan Miro, Bridget Riley, Escher, Paul Klee</p>	<p>- Irregular painting patterns</p>	<p>-awareness and discussion of patterns</p>	<p>regular and irregular patterns</p> <ul style="list-style-type: none"> - Explore natural and manmade patterns - Discuss regular and irregular 	<p>- create patterns on a range of surfaces</p> <ul style="list-style-type: none"> - symmetry 		<p>- create pattern for purposes</p>	<p>and expression</p> <ul style="list-style-type: none"> - create pattern for purposes
<p>Inspiration from artists:</p>	<p>Inspiration from classic and modern artists:</p> <ul style="list-style-type: none"> • Describe the work of notable artists • Use ideas from artists to create pieces <p><i>Key questions: What things can you see in the painting/drawing? What colours can you see? What shapes has the artist used?</i></p>	<p>Inspiration from classic and modern artists:</p> <ul style="list-style-type: none"> • Describe the work of notable artists • Use ideas from artists to create pieces <p><i>Key questions: What things can you see in the painting/drawing? What colours can you see? What shapes has the artist used?</i></p>	<p>Inspiration from classic and modern artists:</p> <ul style="list-style-type: none"> • Describe the work of notable artists • Use ideas from artists to create pieces <p><i>Key questions: What colours has the artist used most? What other colours can you see? How are the shapes arranged? Does it represent something real or imaginary?</i></p>	<p>Inspiration from classic artists:</p> <ul style="list-style-type: none"> • Replicate some techniques used by artists/designers • Create original pieces influenced by study of artist(s) <p><i>Key questions: What colours has the artist used most? Why? What other colours can you see? Did the artist work from observation, memory or imagination?</i></p>	<p>Inspiration from classic and modern artists:</p> <ul style="list-style-type: none"> • Replicate some techniques used by artists/designers • Create original pieces influenced by study of artist(s) <p><i>Key questions: What kind of paint/drawing implement was used? Can you see any brush strokes? What is it painted/drawn on?</i></p>	<p>Inspiration from classic and modern artists:</p> <ul style="list-style-type: none"> • Give details about style of artists • Show how work of these studied was influential • Create original pieces that show a range of influences and styles <p><i>Key questions: Was it painted/drawn quickly, or was it worked on using observations from sketches? How did the artist want us to feel when we view the work?</i></p>	<p>Inspiration from modern artists:</p> <ul style="list-style-type: none"> • Give details about style of artists • Show how work of these studied was influential • Create original pieces that show a range of influences and styles • Give details about style of designers <p><i>Key questions: What sort of mood does the work evoke?</i></p>



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