



St Hugh Of Lincoln Catholic Primary

Progression in skills – Art and Design

Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Making Skills (Procedural Knowledge) - Drawing, Painting, Craft, design, materials and techniques, knowing and applying the formal elements						
<p>Discover how to make pictures and patterns by cutting and sticking a variety of materials e.g. wallpaper, cellophane, tissue paper, fabric.</p> <p>Experiment to create different textures and investigate what happens when paint is mixed.</p> <p>Identify that different tools can be used to apply paint, including fingers, brushes, cotton buds, sticks with a range of sizes.</p> <p>Find out how to print by loading an Object with paint and applying it to a</p>	<p>Explore mark making, experiment with drawing lines and use 2D shapes to draw.</p>	<p>Explore drawing techniques, begin to apply tone to describe form, develop skill and control with a range of drawing materials.</p>	<p>Develop drawing skills by drawing from direct observation, applying and using geometry and tonal shading when drawing. Use a range of drawing media.</p>	<p>Draw still life from observation and for mark making. Further develop understanding of geometry and mathematical proportion when drawing.</p>	<p>Further develop drawing from observation. Draw using perspective, mathematical processes, design, detail and line.</p>	<p>Learn and apply new drawing techniques such as negative drawing, chiaroscuro, expression, sketching and still life.</p>
	<p>Develop skill and control when painting. Paint with expression.</p>	<p>Further improve skill and control when painting. Paint with creativity and expression.</p>	<p>Increase skill and control when painting. Apply greater expression and creativity to own paintings.</p>	<p>Develop skill and control when painting. Paint with expression. Analyse painting by artists.</p>	<p>Control brush strokes and apply tints and shades when painting. Paint with greater skill and expression.</p>	<p>Paint with greater skill and control, applying tonal techniques and more complex colour theory to own work.</p>
	<p>Learn a range of materials and techniques such as clay, etching, printing and collage.</p>	<p>Use a range of materials to design and make products including craft, weaving, printmaking,</p>	<p>Use materials such as paper weaving, tie dying, sewing and other craft skills to design and make</p>	<p>Make art from recycled materials, create sculptures, print and create using a range of materials. Learn how to display</p>	<p>Create mixed media art using found and reclaimed materials. Select materials for a purpose.</p>	<p>Create photomontages, make repeat patterns using printing techniques, create digital art and 3D</p>



surface; make repeated patterns and print into different surfaces.		sculpture and clay.	products.	and present work.		sculptural forms.
	Remember the primary colours and how to mix them to create secondary colours. Create shades of a colour and choose and justify colours for purpose.	Mix, apply and refine colour mixing for purpose using wet and dry media. Describe their colour selections.	Increase awareness and understanding of mixing and applying colour, including use of natural pigments. Use aspects of colour such as tints and shades, for different purposes.	Analyse and describe colour and painting techniques in artists work. Manipulate colour for print.	Select and mix more complex colours to depict thoughts and feelings.	Mix and apply colours to represent still life objects from observation. Express feelings and emotions through colour. Study colours used by Impressionist painters.
	Learn about form and space through making sculptures and developing language.	Extend their practical ability to create 3D sculptural forms and begin to understand how to represent form when drawing.	Further develop their ability to describe 3D form in a range of materials, including drawing.	Develop their ability to describe and model form in 3D using a range of materials. Analyse and describe how artists use and apply form in their work.	Further extend their ability to describe and model form in 3D using a range of materials.	Express and articulate a personal message through sculpture. Analyse and study artists' use of form.
	Use, express and experiment with line for purpose, then use appropriate language to describe lines.	Draw lines with increased skill and confidence. Use line for expression when drawing portraits	Express and describe organic and geometric forms through different types of line	Learn and apply symmetry to draw accurate shapes. Analyse and describe how artists use line in their work.	Extend and develop a greater understanding of applying expression when using line.	Deepen knowledge and understanding of using line when drawing portraits. Develop greater skill and control. Study and apply the techniques of other



						artists
	Understand patterns in nature, design and make patterns in a range of materials	Learn a range of techniques to make repeating and non-repeating patterns. Identify natural and man-made patterns. Create patterns of their own.	Construct a variety of patterns through craft methods. Further develop knowledge and understanding of pattern	Create original designs for patterns using geometric repeating shapes. Analyse and describe how other artists use pattern.	Construct patterns through various methods to develop their understanding.	Represent feelings and emotions through patterns. Create sophisticated artwork using their knowledge of pattern.
	Identify, describe and use shape for purpose.	Compose geometric designs by adapting the work of other artists to suit their own ideas.	Identify, draw and label shapes within images and objects. Create and form shapes from 3D materials.	Create geometric compositions using mathematical shapes. Analyse and describe the use of shape in artist's work.	Composing original designs by adapting and synthesising the work of others. Analyse and evaluate artists' use of shape.	Fluently sketch key shapes of objects when drawing. Create abstract compositions using knowledge of other artists' work.
	Use materials to create textures.	Identify and describe different textures. Select and use appropriate materials to create textures.	Analyse and describe texture within artists' work.	Use a range of materials to express complex textures.	Develop understanding of texture through practical making activities.	Understand how artists manipulate materials to create texture.
	Understand what tone is and how to apply this to their own work.	Experiment with pencils to create tone. Use tone to create form when drawing.	Develop skill and control when using tone. Learn and use simple shading rules.	Use a variety of tones to create different effects. Understand tone in more depth to create 3D effects. Analyse and describe	Develop an increasing sophistication when using tone to describe objects when drawing. Analyse artists' use of tone.	Increase awareness of using tone to describe light and shade, contrast, highlight and shadow. Manipulate tone for halo and



				use of tone in artists' work.		chiaroscuro techniques.
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Generating Ideas (Conceptual Knowledge) - Explore ideas and record feelings and experiences						
<p>Talk about the stories and ideas in their Art, sharing with others how and why they generated their ideas.</p> <p>Make art individually and collaboratively.</p> <p>Think about what art is and share ideas with others.</p>	<p>To use sketchbooks through teacher modelling. Use sketchbooks to record thoughts and ideas and to experiment with materials.</p>	<p>To use sketchbooks more effectively through further teacher modelling. Use sketchbooks to record thoughts and ideas and to experiment with materials.</p>	<p>To use sketchbooks to generate ideas and record thoughts and observations. Make records of visual experiments.</p>	<p>Use sketchbooks for planning and refining work, to record observations and ideas and developing skill and technique.</p>	<p>Develop ideas through sketches, enhance knowledge, skill and technique using experimental media in sketchbooks.</p>	<p>Make personal investigations and record observations in sketchbooks. Record experiments with media and try out new techniques and processes in sketchbooks.</p>
	<p>Explore and create ideas for purposes and intentions.</p>	<p>Use artist sources to develop their own original artwork. Gaining inspiration for artwork from the natural world.</p>	<p>Create personal artwork using the artwork of others to stimulate them.</p>	<p>Use literary sources to inspire art. Express thoughts and feelings through the tactile creation of art. Manipulate materials to achieve desired effects. Represent ideas from multiple</p>	<p>Express thoughts and feelings about familiar products. Design new architectural forms, design and invent new products, link artwork to literary sources. Create and invent for purposes.</p>	<p>Develop personal, imaginative responses to a theme. Produce personal interpretations of cherished objects, show thoughts and feelings through pattern, create imaginative 3D forms</p>



				perspectives.		to create meaning. Express ideas about art through messages, graphics, text and images.
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Knowledge (Factual Knowledge) – Learn about artists and craft design. Learn about how artist use the formal elements of art.						
Describe a picture created by an artist. Experiment with a technique that an artist uses.	Look at and talk about the work of artists who use different kinds of techniques including drawing, collage, use of ICT etc. Create a piece of art in the style of and artist.	Discuss and describe the work of notable artists, artisans and designers. Use some of the studied artists to create pictures in the style of their works, copying techniques to reproduce the art work.	Replicate some of the techniques used by notable artists, artisans and designers. Look at and talk about the work of artists	Create original pieces that are influenced by the studies of notable artists, artisans and designers. Look at and talk about the work of artists who use different mediums and identify what techniques may have been used.	Show and explain the influence of notable artists, artisans and designers within their work. Look at and talk critically about and get inspiration from the work of artists using a variety of approaches to all aspects of art.	Create original pieces that show a range of influences and styles from notable artists, artisans and designers. Show how the work of those studied was influential in both society and to other artists.
Evaluation (Metacognitive Knowledge) – Evaluate and analyse own and other's work.						
	Recognise and describe key features of their own and	Compare other's work, identifying similarities and	Discuss own and other's work using an increasingly sophisticated use of	Build a more complex vocabulary when discussing your own	Develop a greater understanding of vocabulary when discussing their own	Use the language of art with greater sophistication when discussing own and



	other's work.	differences.	art language (formal elements).	and others' art.	and others' work.	others art.
	Describe what they feel about their work and the art of others.	Describe choices and preferences using the language of art.	Reflecting on their own work in order to make improvements.	Use their own and other's opinion of work to identify areas of improvement.	Regularly analysing and reflecting on their intentions and choices.	Give reasoned evaluations of their own and others work which takes account of context and intention.

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Vocabulary						
	<ul style="list-style-type: none"> • Formal Elements Lessons: Colour, line, pattern, tone, shape, form, tone, abstract art, composition, outlines, wavy, vertical, horizontal, crosshatch, primary and secondary colours. • Art & Design Skills Lessons: Geometry, Tudor, Great Fire of 	<ul style="list-style-type: none"> • Formal Elements Lessons: Colour, line, pattern, tone, shape, form, tone, Jupiter, shading, three-dimensional, rubbings, frottage, tear, experiment, design, repeat pattern. • Art & Design Skills Lessons: Rollercoaster, free-flowing, precise, 	<ul style="list-style-type: none"> • Formal Elements Lessons: Colour, line, pattern, tone, shape, form, tone, shading, shading grip, wire techniques, bending, shaping, geometry, 3D, sketch. • Art & Design Skills: Puppet, shadow puppet, decorate, detail, observation, tint, shade, light and 	<ul style="list-style-type: none"> • Formal Elements Lessons: Colour, line, tone, form, shape, pattern, texture, symmetrical, mark making. • Art and Design Skills Lessons: Curator, montage, carving, modelling, casting, constructing, pierced form, upright form, chinoiseries, op-art. 	<ul style="list-style-type: none"> • Formal Elements Lessons: colour, line, tone, form, shape, pattern, texture, observation, monument, legacy. • Art & Design Skills Lessons: Annotate, visualise, scale, collage. • Every Picture Tells a Story Lessons: Democracy, law, rule, 	<ul style="list-style-type: none"> • Still Life Lessons: Colour, line, tone, form, shape, pattern, texture. • Art & Design Skills Lessons: Impressionism, zentangle, prototype, appreciation. • Make My Voice Heard Lessons: Graffiti, contrasting, commissioned,



	<p>London, printmaking.</p> <ul style="list-style-type: none"> • Sculpture & Collage Lessons: Shells (exoskeletons) salt dough, plasticine, 3 dimensional, sculpture, natural materials carnivore, herbivore, omnivore, junk, creature. • Landscapes Lessons: Shoreline, horizon, up, down, straight, left, right, texture, tints, shades, light, dark, landscape. 	<p>straight, curved, edge, design, concentric, silhouette, weaving, horizontal, vertical, template, overlay, vessel, slip, clay.</p> <ul style="list-style-type: none"> • Human Form Lessons: Detail, modelling, facial features, outline, contours, collage, beauty, skull, decorate, proportion, pose, collaborate. • Sculpture & Mixed Media Lessons: Pastel, blend, shadow, paint wash, background, scale, explosion, action words, expression, mannequin. 	<p>dark.</p> <ul style="list-style-type: none"> • Prehistoric Art: Negative, positive, tints, shades, natural form names, charcoal, scaling, texture, fixative. • Craft: Running stitch, fabric, weave, over-and-under, woven, reverse, warp, weft, tie-dying, wax resist, mood board. 	<ul style="list-style-type: none"> • Sculpture Lessons: Stomp, rhomboid, maracas, pitch, collage, recycled, geometric, contrasting, memorial. 	<p>liberty, respect, tolerance, belief, emoji, symmetry, ceramics, ceramicist.</p> <ul style="list-style-type: none"> • Design For A Purpose Lessons: Visual language, communication, design, design brief, collaborate, advertising, Unique Selling Point, packaging, product, media, purpose, criteria. 	<p>Guernica, sculpture.</p> <ul style="list-style-type: none"> • Photography Lessons: Desaturate, truism, photomontage, abstract, self-expression, crop, contrast.
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