Whole School Progression of Skills & Knowledge Year A



'Let all that you do be done in Love' Corinthians 1'

Years 1 & 2	Purple = Substantive Knowledge (A specific, factual content for the subject, which must be connected into careful sequence)			Green = Implicit Knowledge / Skills (The knowledge gained from applying the information learned in that how-to guide in a real world situation)		
Drawing	Sketchbooks	Painting	Collage	Making	Purpose/Visual Literacy/Articulation	
Understand there is a relationship between drawings on paper (2d) and making (3d). That we can transform 2d drawings into 3d objects. Making Birds	Continue to build understanding that sketchbooks are places for personal experimentation. Understand that the way each persons' sketchbook	Understand watercolour is a media which uses water and pigment. Exploring Watercolour Understand we can use a variety of brushes, holding	Understand collage is the art of using elements of paper to make images. Making Birds Flora & Fauna Understand we can create	Understand that sculpture is the name sometimes given for artwork which exists in three dimensions. Making Birds Understand the meaning	Look at the work of artists who draw, sculptors, and painters, listening to the artists' intention behind the work and the context in which it was made. Understand we may all have different responses in terms of our thoughts and the things we make. That we may share similarities. Understand all responses are	
Understand that we can use different media (sometimes combined in	looks is unique to them. All Pathways for Year 2 Make a new sketchbook	them in a variety of ways to make watercolour marks. <u>Exploring</u> <u>Watercolour</u>	our own papers with which to collage. Making Birds Flora & Fauna	of "Design through Making" <u>Making Birds</u>	valid. All Pathways for Year 1	
one drawing) to capture the nature of things we find. Explore & Draw	(Elastic Band of Hole Punch) OR make Spaces and Places inside a bought sketchbook. Explore &	Explore watercolour in an	Understand that we can combine collage with other disciplines such as drawing, printmaking and	Use a combination of two or more materials to make sculpture. Making Birds	Understand artists take their inspiration from around them, collecting and transforming. Understand that in art we can experiment and discover	
Understand that we can hold our drawing tools in a variety of ways,	Draw	intuitive way to build understanding of the properties of the medium.	making. Explore & Draw	Use construction methods to build. Making Birds	things for ourselves. Look at the work of a printmaker, an architect, and	
experimenting with pressure, grip and speed to affect line. Explore & Draw	Use sketchbooks to: Develop experience of primary and secondary colours Exploring Watercolour Flora & Fauna	Paint without a fixed image of what you are painting in mind. Exploring Watercolour	Collage with painted papers exploring colour, shape and composition. Flora & Fauna Combine collage with	Work in a playful, exploratory way, responding to a simple brief, using Design through	artists and learn to dissect their work to help build understanding. Understand how the artists experience feeds into their work. Understand we may all have different responses in terms of our thoughts and the things we make. That we	
Pupils draw from paused film, observing detail using pencil, graphite, handwriting pen. <u>Making</u> <u>Birds Flora & Fauna</u>	Practice observational drawing Flora & Fauna Making Birds	Respond to your painting, and try to "imagine" an image within. Exploring Watercolour	making by cutting and tearing drawn imagery, manipulating it into simple 3d forms to add to sculpture. Making Birds	Making philosophy. Making Birds	may share similarities. Understand all responses are valid. All Pathways for Year 2	
Pupils draw from first hand observation, observing detail using materials above plus pastel, oil pastel and or pencil crayon. Flora & Fauna	Explore mark making Flora & Fauna Exploring Watercolour Making Birds	Work back into your painting with paint, pen or coloured pencil to develop the imaginative imagery. Exploring Watercolour	Use the observational drawings made (see column 1 "drawing"), cutting the separate drawings out and using them to create a new		Reflect upon the artists' work, and share your response verbally ("I liked"). Present your own artwork (journey and any final outcome), reflect and share verbally ("I enjoyed This went well").	

		and the state of t	
		artwork, thinking carefully	
Visit local environment,		about composition. Work	Some children may feel able to share their response
collect natural objects,		into the collage with	about classmates work.
explore composition and		further drawing made in	
qualities of objects		response to the collaged	All Pathways for Year 1
through arranging, sorting		sheet. Explore & Draw	
& representing.		· · · · · · · · · · · · · · · · · · ·	Reflect upon the artists' work, and share your response
Photograph. Explore &		Collage with drawings to	verbally ("I liked").
Draw		create invented forms.	
<u> </u>		Combine with making if	Present your own artwork (journey and any final
Use drawing exercises to		appropriate. Explore &	outcome), reflect and share verbally ("I enjoyed This
focus an exploration of		Draw Music & Art	went well").
•		Draw Iviusic & Art	went wen j.
observational drawing (of			Tall, about intention
objects above) combined			Talk about intention.
with experimental mark			
making, using graphite,			Share responses to classmates work, appreciating
soft pencil, handwriting			similarities and differences.
pen. <u>Explore & Draw</u>			
Work with care and focus,			Document work using still image (photography) or by
enjoying making drawings			making a drawing of the work. If using photography
which are unrushed.			consider lighting and focus. Some children may make
Explore quality of line,			films thinking about viewpoint, lighting & perspective.
texture and shape. Explore			All Pathways for Year 2
& Draw			
Create final collaged			
drawings (see column 5			
"collage") which explore			
composition. Explore &			
Draw			
<u> </u>			

Years 3, 4 & 5	Purple = Substantive Knowledge (A specific, factual content for the subject, which must be connected into careful sequence)			Green = Implicit Knowledge / Skills (The knowledge gained from applying the information learned in that how-to guide in a real world situation)		
Drawing	Sketchbooks	Painting	Making	1	Purpose/Visual Literacy/Articulation	
Understand that charcoal is a drawing medium that lends itself to loose, gestural marks made on a larger scale. Gestural Drawing with Charcoal Understand charcoal and earth pigment were our first drawing	Continue to build understanding that sketchbooks are places for personal experimentation. All Pathways for Year 3 Understand that the way each persons' sketchbook looks is unique to them. All Pathways for	Understand that we can create imagery using natural pigments and light. Telling Stories Understand that still life name given to the genre of painting (or making) a collection of objects/elements. Exploring Still	Understand that many makers use other artforms as inspiration, such as literature, film, drama or music. Telling Stories Understand that when we make		To understand that visual artists look to other artforms for inspiration. Look at the work of an artist who uses gestural marks which convey movement, illustrators and makers who take inspiration from literature, painters who also use textiles and artists who animate their work.	
tools as humans. <u>Gestural</u> <u>Drawing with Charcoal</u>	Year 3	<u>Life</u>	fingers it is ca	alled modelling (an ess). <u>Telling Stories</u>	Understand artists often collaborate on projects, bringing different skills together.	
Know that Chiaroscuro means "light/dark" and we can use the concept to explore tone in drawings. Gestural Drawing with Charcoal	Make a new sketchbook (Elastic Band of Hole Punch) OR make Spaces and Places inside a bought sketchbook. <u>All</u> <u>Pathways for Year 3</u>	That still life is a genre which artists have enjoyed for hundreds of years,, and which contemporary artists still explore today. Exploring Still Life			Deconstruct and discuss an original artwork, using the sketchbooks to make visual notes to nurture pupils own creative response to the work. Understand we may all have different responses in terms of our contents of our contents.	
Understand that artists and illustrators interpret narrative texts and create sequenced	Understand that artists use sketchbooks for different purposes and that each artist will find their own ways of	Use paint, mixing colours, to complete the sculpture inspired by literature (see column 6		hich support a	thoughts and the things we make. That we may share similarities. Understand all responses are valid. All Pathways f	
drawings. Storytelling Through Drawing Understand that animators	working in a sketchbook. <u>All</u> <u>Pathways for Year 4</u>	"making"). Telling Stories To explore colour (and colour mixing), line, shape, pattern and	model charac literature. Co	or air dry clay to cters inspired by insider form, acter, structure.	Look at the work of illustrators and graphic artists, painters an sculptors. Understand the processes, intentions an outcomes different artists, using visual notes in a sketchbook to help consolidate and own the learning.	
make drawings that move. Make marks using charcoal	Work in sketchbooks to: Explore the qualities of charcoal.	composition in creating a still life. To consider lighting, surface, foreground and	Telling Storie		Understand artists often collaborate on projects, bringing different skills together.	
using hands as tools. Explore qualities of mark available using charcoal. Gestural Drawing with Charcoal	Gestural Drawing with Charcoal Make visual notes using a variety of media using the "Show Me What You See"	background. Exploring Still Life To use close observation and try different hues and tones to capture 3d form in 2		. <u>Telling Stories</u>	Deconstruct and discuss an original artwork, using the sketchbooks to make visual notes to nurture pupils own creative response to the work.	
Make charcoal drawings which explore Chiaroscuro and which explore narrative/drama through lighting/shadow (link to	technique when looking at other artists work to help consolidate learning and make the experience your own. Gestural	dimensions. (Option to use collage from painted sheets). Exploring Still Life			Understand we may all have different responses in terms of o thoughts and the things we make. That we may share similarities. Understand all responses are valid. All Pathways f	
drama). Gestural Drawing with Charcoal	Drawing with Charcoal Telling Stories	Options to work in clay, making reliefs inspired by fruit still lives, or make 3d graphic still lives			Look at the work of designers, artists, animators, architects.	
Option to explore making gestural drawings with charcoal using the whole body (link to	Develop mark making skills. Gestural Drawing with Charcoal Telling Stories	using ink and foamboard. Exploring Still Life			Understand the processes, intentions an outcomes of differer artists, using visual notes in a sketchbook to help consolidate and own the learning.	

dance). Gestural Drawing with			
<u>Charcoal</u>	Practise drawing skills.		Understand we may all have different responses in terms of our
	Storytelling Through Drawing		thoughts and the things we make. That we may share
Create owned narratives by	Exploring Still Life		similarities. Understand all responses are valid. All Pathways for
arranging toys in staged scenes,			Year 5
using these as subject matter to	Make visual notes to record		
explore creation of drawings	ideas and processes discovered		Defice the contint of the contint of the contint of the continuous
using charcoal and chalk which convey drama and mood. Use	through looking at other artists. Storytelling Through Drawing		Reflect upon the artists' work, and share your response verbally ("I liked I didn't understand it reminded me of").
light and portray light/shadow.	Exploring Still Life		(Tiked I didir t understand it reminded me or).
Storytelling Through Drawing	Exploring Still Life		Present your own artwork (journey and any final outcome),
Storyteining Hirough Drawing	Test and experiment with		reflect and share verbally ("I enjoyed This went well I would
Interpret poetry or prose and	materials. Storytelling Through		have liked next time I might). Talk about intention.
create sequenced images in	Drawing Exploring Pattern		,,,,
either an according or poetry	Exploring Still Life		Work collaboratively to present outcomes to others where
comic format. Work in a variety			appropriate. Present as a team.
of media according to intention,	Brainstorm pattern, colour, line		
including handwriting pen,	and shape. Exploring Still Life		Share responses to classmates work, appreciating similarities
graphite or ink. Storytelling			and differences. Listen to feedback about your own work and
Through Drawing	Brainstorm and explore ideas		respond.
	relating to performance art. Art		
Use colour, composition,	<u>of Display</u>		Document work using still image (photography) or by making a
elements, line, shape to create			drawing of the work. If using photography consider lighting and
pattern working with	Reflect. Storytelling Through		focus. Some children may make films thinking about viewpoint,
tessellations, repeat pattern or	<u>Drawing Art of Display Sculpture</u>		lighting & perspective. All Pathways for Year 3
folding patterns. Exploring	<u>& Structure</u>		Defice the contint of
<u>Pattern</u>			Reflect upon the artists' work, and share your response verbally ("I liked I didn't understand it reminded me of It links
Use a variety of drawing media			to").
including charcoal, graphite, wax			to).
resist and watercolour to make			Present your own artwork (journey and any final outcome),
observational and experimental			reflect and share verbally ("I enjoyed This went well I would
drawings. To feel able to take			have liked next time I might I was inspired by). Talk about
creative risks in pursuit of			intention.
creating drawings with energy			
and feeling. Storytelling Through			Work collaboratively to present outcomes to others where
Drawing			appropriate. Present as a team.
			Share responses to classmates work, appreciating similarities
			and differences. Listen to feedback about your own work and
			respond.
			Document work using still image (photography) or by making a
			drawing of the work. If using photography consider lighting and
			focus. Some children may make films thinking about viewpoint,
			lighting & perspective. All Pathways for Year 4

		ork, and share your response verbally nd it reminded me of It links
	reflect and share verbally	(journey and any final outcome), ("I enjoyed This went well I would ght I was inspired by). Talk about
	Work collaboratively to pr appropriate. Present as a	esent outcomes to others where eam.
		ates work, appreciating similarities eedback about your own work and
	drawing of the work. If usi	image (photography) or by making a ng photography consider lighting and make films thinking about viewpoint,
	Discuss the ways in which themselves/society. What All Pathways for Year 5	artists have a responsibility to purpose does art serve?

Year 6	·		Gr	Green = Implicit Knowledge / Skills			
			ted into careful	(Th	(The knowledge gained from applying the information learned in that how-to guide		
				rea	eal world situation)		
Drawing	Sketchbooks	Printmaking	Painting		Making	Purpose/Visual Literacy/Articulation	
Understand that there is	Use sketchbooks to:	Understand that artists	Understand that the fabr	rics	Understand that designers	Look at the work of designers, artists, art activists,	
often a close relationshi	р	sometimes use their skills,	used to make clothes have	ve	& makers sometimes work	installation artists, craftspeople and puppeteers.	
between drawing and	Practise seeing negative	vision and creativity to	been designed by		towards briefs, but always		
making. Understand tha	t and positive shapes. 2D to	speak on behalf of	someone. That there is a	1	brings their own	Understand that artists use art to explore their own	
we can transform 2d	2D Activism	communities they	relationship between td		experience in the project	experience, and that as viewers we can use our visual	
drawings into 3d objects	i.	represent, to try to change	shape and pattern and 30	d	to bear. Exploring Identity	literacy skills to learn more about both the artist and	
<u>2D to 2D</u>	Using the grid method to	the world for the better.	form and function.		Take a Seat	ourselves.	
	scale up an image. 2D to	<u>Activism</u>					
Understand that graphic	<u>2D</u>		Explore how we can use		Understand that artists and	Understand we may all have different responses in	
designers use typograph	У	Understand that the nature	layers (physical or digital))	designers add colour,	terms of our thoughts and the things we make. That	
and image to create	Explore what your	of the object (artwork in	to explore and build		texture, meaning and	we may share similarities. Understand all responses	
packaging which we asp	ire passions, hopes and fears	gallery, graffiti on wall,	portraits of ourselves		richness to our life.	are valid. All Pathways for Year 6	
to use. 2D to 2D	might be. What makes you	zine) can be specific to the	which explore aspects of	-	Exploring Identity Take a		
	you? How can you find	intention of the artist.	our background,		<u>Seat</u>	Reflect upon the artists' work, and share your	
Understand that there a	re visual equivalents for the	<u>Activism</u>	experience, culture and			response verbally ("I liked I didn't understand it	
technical processes we o	an words in your head?		personality. Exploring		Understand that artists	reminded me of It links to").	
use to help us see, draw	<u>Activism</u>		<u>Identity</u>		reinvent. Understand that		

and scale up our work. 2D to 2D Explore using negative and positive space to "see" and draw a simple element/object. 2D to 2D	Explore colour: make colours, collect colours, experiment with how colours work together. Activism	Explore what kinds of topics or themes YOU care about. Articulate your fears, hopes, dreams. Think about what you could create (possibly working collaboratively) to share	Make independent decisions as to which materials are best to use, which kinds of marks, which methods will best help you explore. Exploring	as artists, we can take the work of others and re-form it to suit us. That we can be inspired by the past and make things for the future. Take a Seat Shadow Puppets	Present your own artwork (journey and any final outcome), reflect and share verbally ("I enjoyed This went well I would have liked next time I might I was inspired by). Talk about intention. Work collaboratively to present outcomes to others where appropriate. Present as a team.
Use the grid system to scale up the image above, transferring the image onto card. 2D to 2D Use collage to add tonal marks to the "flat image". 2D to 2D	Explore combinations and layering of media. Activism Develop Mark Making Activism 2D to 2D Exploring Identity Make visual notes to capture, consolidate and reflect upon the artists studied. Activism 2D to 2D Exploring Identity Take a Seat	your voice and passion with the world. Activism Exploring Identity Use screenprinting and/or monoprinting over collaged and painted sheets to create your piece of activist art. Activism Or create a zine using similar methods. Activism	<u>Identity</u>	Use a variety of materials to design (through making) and construct a scaled piece of furniture. Bring your personality and character to the piece. Let your nature inform the choice of materials and shapes you use. Take a Seat	Share responses to classmates work, appreciating similarities and differences. Listen to feedback about your own work and respond. Document work using still image (photography) or by making a drawing of the work. If using photography consider lighting and focus. Some children may make films thinking about viewpoint, lighting & perspective. All Pathways for Year 6