

Art and Design Skills Progression 2023

	colour	line	shape	texture	tone	form	space
FS2	Explore and experiment with colour. Match and recall colour names. Learn the primary colours	Make simple marks on a page	Begin to use simple shapes in artwork. Use playdoh and Lego to create simple sculptures.	Begin to rip or cut paper for purpose. • Use glue and glue spreaders.	Investigate tone by drawing dark and light lines.	Form and Space Begin to draw objects in the correct space on paper, e.g. a sun in the sky, grass at the bottom of the page etc.	

<p>Year 1</p> <p><u>Media</u>- Know the properties of poster paint. Blend on the page and in a palette.</p> <p><u>Media</u>- Paint on 3D surfaces using thicker paint to ensure a good standard of finish.</p> <p><u>Additional skills</u> How materials in sculptures are shaped and joined.</p>	<p><u>Colour - Mix and name primary colours to make secondary. Colour wheels. Blend on the page and in a palette.</u></p>	<p><u>Line - Create a boundary to define the shape.</u> Colour (own work) neatly, following the lines. <u>Experiment drawing lines of different size and thickness.</u> Learn how to <u>control the pressure</u> of their drawing materials.</p>	<p><u>Shape - Use a combination of lines with increasing control to create geometric shapes.</u></p>		<p><u>Tone - Explore the concept of light and dark when mixing white or black to create lighter and darker tones.</u></p>	<p><u>Form - Describe geometric (3D) properties of castles.</u></p>	
			<p><u>Shape - Create geometric shapes to use in sculpture.</u></p>	<p><u>Texture - Properties of the materials used.</u></p>			
		<p><u>Lines - Explore how lines can be used to add pattern and texture.</u> Describe similarities and differences between them.</p>	<p><u>Shape - Organic shapes of natural objects.</u></p>	<p><u>Texture - Try out ways of making marks/lines/dots to create patterns and textures.</u></p>	<p><u>Tone - Explore the concept of light and dark when mixing white or black to create lighter and darker tones.</u></p>	<p><u>Form - Organic properties of natural objects.</u></p>	<p><u>Space - Is the space in between objects empty or full?</u></p>

<p>Year 2</p> <p><u>Media</u>- know the properties of powder paint compared to poster paint. Develop skills in mixing and measuring.</p> <p><u>Additional skills</u> How to create a printing tile METHOD?????</p> <p><u>Media</u> - Improve their style from a range of sources including observational and secondary sources</p>	<p><u>Colour</u> - The purpose of colour selection and how they affect mood. Tertiary colours.</p>	<p><u>Line</u> - Use thick and thin brushes and decide when most appropriate. Paint carefully without messy edges.</p>	<p><u>Shape</u> - Explore organic shapes of the human body.</p>		<p><u>Tone</u> - Create tints (lighter values) and shades (dark values) of colours.</p>	<p><u>Form</u> - Use simple lines and shapes to create forms. Explore how the human body (organic 3D) is made 3D in a 2D painting.</p>	
	<p><u>Colour</u> - The purpose of colour selection and how they affect mood.</p>	<p><u>Line</u> - Generate a boundary to define the shape of an object.</p>	<p><u>Shape</u> - explore the organic shape of natural objects.</p>	<p><u>Pattern</u> - repeating shapes (position and frequency). Mathematical ideas of repeating patterns and symmetry.</p>	<p><u>Tone</u> - Contrast and depth.</p>		<p><u>Space</u> -What fills the area in between the patterns?</p>
		<p><u>Line</u> - Use greater skill and control to explore how lines of different sizes and direction can be used to add detail and texture.</p>	<p><u>Shape</u> - explore geometric 2D shapes on buildings.</p>	<p><u>Texture</u> - Use lines of different size, shape and direction to add texture.</p>	<p><u>Tone</u> - Control pressure to create lighter and darker tones and marks.</p>	<p><u>Form</u> - Architecture (geometric 3D)</p>	<p><u>Space</u>- Perspective, distance.</p>

<p>Year 3</p> <p><u>Media</u> - explore working on different types of paper (make own paper?) Similarities and differences between media used. Select which is most suitable.</p> <p><u>Media</u> - paint expressively using spattering, stippling, dripping, pouring ect Identify different brushes and painting equipment. Use unusual tools eg sticks and sponges to</p>	<p><u>Colour</u> - Explore 'natural' colours and how they were produced.</p>	<p><u>Lines</u> - <u>Sketching</u> lightly. Using different media. <u>Using lines to convey movement.</u> Develop confidence in making marks and lines to describe a wide range of textures, surfaces and forms. <u>Blend and shade.</u></p>	<p><u>Shape</u> - Explore organic 2D shapes in cave art. Sketch and draw 2D and 3D shapes in the natural world around them.</p>	<p><u>Texture</u> - Explore how lines are used to create texture and pattern on animals.</p>	<p><u>Tone</u> - Control media more effectively to create light and dark tones.</p>		
	<p><u>Colour</u> - <u>mixing water colours to create a background wash.</u> Secondary and tertiary colours.</p>	<p><u>Lines</u> - Sketch lightly. <u>Appropriate use of straight and curved lines.</u> <u>Adding texture with different brush thicknesses.</u> Increased control and precision when painting detail.</p>	<p><u>Shape</u> - Explore organic 2D shapes in <u>plants and flowers.</u></p>	<p><u>Texture</u> - Explore how <u>brushstrokes</u> can be used to add texture and how to add <u>highlights.</u></p>	<p><u>Tone</u> - <u>Show shadow and light. Learn how depth is created by varying tones and colours.</u></p>	<p><u>Form</u> - Explore the techniques needed to represent a 3D object in a 2D painting.</p>	<p><u>Space</u> - What fills the area between things? depth, empty, full</p>

<p>investigate unorthodox</p> <p><u>Addition skills</u> creating and combining shapes using correct techniques LOOK INTO SCULPTURE TECHNIQUES FOR CLAY WORK methods.</p> <p>Understand how to finish and present their work to a good standard</p>	<p><u>Colour</u> - The purpose of colour 'rich' colours</p>	<p><u>Lines</u> - Adding texture and pattern.</p>	<p><u>Shape and Pattern</u> - <u>Use of geometric shapes in decoration.</u></p>	<p><u>Texture</u> - <u>Use tools to add texture in the form of patterns, embellishments and a smooth finish.</u></p>		<p><u>Form</u> - The shaping of the animal head to create an organic 3D replica. The geometric form of the pot.</p>	
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<p>Year 4</p> <p><u>Media</u> - Use paint with sensitivity and control, more accurately applying the appropriate amount of paint. Compare water colours, poster and powder paint. Know when to use them and some of their properties.</p> <p><u>Additional skills</u> Select and arrange materials for a striking effect. Cut, tear, shape materials accurately and to size for the desired effect.</p>		<p><u>Lines</u> - Become aware of proportion and scale. Continue to progress in controlling line and shading. Notice the difference between light sketching and more deliberate lines.</p>	<p><u>Shape</u> - Develop the ability to accurately identify 2D geometric shapes when drawing from observation and second-hand drawing.</p>	<p><u>Texture</u> - Explore the technique of cross hatching.</p>	<p><u>Tone</u> - Explore how pencils of different grades can be used to create different tones.</p>		
	<p><u>Colour</u> - The purpose of colour and the mood created by the artist. <u>Layering colours</u></p>	<p><u>Lines</u> - Lightly sketching. Perspective.</p>	<p><u>Shape</u> - Noticing organic shapes to assist sketching.</p>	<p><u>Texture</u> - Achieved through, brush strokes, lines, dots, tones and highlighting. <u>Show reflection using shading.</u></p>	<p><u>Tone</u> - Explore tone to create depth and a more realistic painting.</p>	<p><u>Form</u> - Natural features. How they are created to give a 3D effect.</p>	<p><u>Space</u> - What fills the area between things? depth, empty, full</p>
	<p><u>Colour</u> - Selecting colours to convey mood. <u>Building up areas with different tones of the same colour (hue)</u></p>		<p><u>Shape</u> - Braking down the area into 2D organic shapes that can be covered with collage materials.</p>	<p><u>Texture</u> - The tactile illusion through layering of the materials</p>	<p><u>Tone</u> - Mix different tints and shades of the same colour (hue). <u>Use light materials to highlight.</u></p>	<p><u>Form</u> - How to create organic forms using collage techniques.</p>	

<p>Year 5</p> <p><u>Media</u> - know and care for painting equipment. control the amount of paint they need to use and/or use water to preserve finer details. Know different types of paint and when to use them.</p> <p><u>Addition skills</u> creating shapes using correct techniques LOOK INTO SCULPTURE TECHNIQUES FOR CLAY WORK pinching, adding</p>	<p><u>Colour</u> - The purpose of colour and the mood created by the artist. <u>Create a colour pallet.</u> <u>Know colour relationships such as complimentary colours, harmonious colours (colours next to each other on a colour wheel).</u></p>	<p><u>Lines</u> - Sketch lightly before painting. <u>Use lines to convey perspective (background, middle ground, foreground).</u> Paint neatly and carefully without leaving messy edges.</p>	<p><u>Shape</u> - Identify 2D geometric shapes used to represent parts of buildings.</p>	<p><u>Texture</u> - <u>Achieved</u> through, brush strokes, lines, dots, tones and highlighting. Show reflection using shading. <u>Use one block of colour to show smoothness.</u></p>	<p><u>Tone</u> - Explore tone to create depth and add highlights.</p>	<p><u>Form</u> - Geometric features. <u>How they are created to give a 3D effect- lines, use of colour.</u></p>	<p><u>Space</u> - Comment on the 'busy' spaces between objects. Foreground and background differences.</p>
		<p><u>Lines</u> - Sketch lightly creating boundaries to define a human face.</p>	<p><u>Shapes</u> - Identify organic shapes of facial features when sketching. <u>Comment on proportion, placement and shape.</u></p>	<p><u>Texture</u> - Use tools to add texture in the form of patterns, embellishments and a smooth finish.</p>		<p><u>Form</u> - The shaping of the human head to create an organic 3D replica. <u>Show life-like qualities and real life proportions.</u></p>	<p><u>Space</u> - Position and proportion of features is not realistic.</p>

Understanding how to finish work to a good standard.	<u>Colour</u> - Combine complimentary hues combining colours of different tones.	<u>Lines</u> - Sketching lightly. Using different media to create lines. Using curved lines to convey movement. Show an awareness of various mark making techniques for purpose and intention. Control the amount of force and pressure applied.	<u>Shape</u> - Explore organic 2D shapes in scene and what they represent.	<u>Texture</u> - Explore how lines are used to create texture- layering of colour, <u>visible strokes</u> .	<u>Tone</u> - Layer colours to <u>create degrees of lightness and darkness</u> .	<u>Form</u> - Fow the organic form of the person and scene are given a 3D quality.	<u>Space</u> - <u>Contrasting colours add depth to the space between objects and give a sense of distance</u> .
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<p>year 6</p> <p><u>Addition skills</u> creating shapes using correct techniques LOOK INTO SCULPTURE TECHNIQUES FOR wire work/ pipe cleaners</p>		<p><u>Lines</u> - Sketch lightly creating boundaries to define the human form.</p>	<p><u>Shapes</u> - Identify organic shapes of human form when sketching. Comment on proportion, placement and shape.</p>	<p><u>Texture</u> - Comment on tactile quality of the sculptures rough/smooth.</p>		<p><u>Form</u> - The proportion and positioning of parts of the human body. Show life-like qualities and real life proportions. What features are not life like?</p>	<p><u>Space</u> - Position and proportion of features is not realistic.</p>
<p>pinching, adding</p> <p><u>Media</u> - Know different types of paint and when to use them. Familiarity of different types of paper.</p>	<p><u>Colour</u> -The purpose of colour and the mood created by the artist. Create a colour pallet. Know colour relationships such as complimentary colours, harmonious colours (colours next to each other on a colour wheel).</p>	<p><u>Lines</u> - Sketch lightly before painting. Use lines to convey perspective. <u>Know and apply very basic one-point perspective.</u></p>	<p><u>Shape</u> - Identify 2D organic shapes used to represent parts natural objects.</p>	<p><u>Texture</u> - Achieved through, brush strokes, lines, dots, tones and highlighting. Show reflection using shading. <u>Use tools to add texture to paint.</u></p>	<p><u>Tone</u> - Explore tone to create depth and add highlights (lighter=further away, darker and more intense hues = closer)</p>	<p><u>Form</u> - Organic features. How they are created to give a 3D effect? - lines, use of colour.</p>	<p><u>Space</u> - Foreground and background differences.</p>

	<u>Colour - Use of pressure to create dark/light hues.</u> Purpose to create mood.	Lines - Sketching lightly. Using different media to create lines. Convey perspective. Thick/thin, HB straight/curved, cross hatching.	<u>Shape - Explore</u> geometric 2D shapes in scene and what they represent. Have organic shapes been incorporated into the designs?	<u>Texture - Explore</u> how lines are used to create texture. cross hatching, dots, shading, highlighting to decorate and embellish.	<u>Tone - Pressure to create degrees of lightness and darkness.</u>	<u>Form - How</u> organic form buildings and the scene are given a 3D quality.	<u>Space - Perspective,</u> depth and distance.
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Bold text - focus skills for the unit

Underlined text - taught for the first time