## Humberston Cloverfields

## Art \& Design Progression of Skills and End Points


"Every child is an artist. The problem is how to remain an artist once we grow up" - Pablo Picasso

|  | EYFS | Y1/2 | Y3/4 | Y5/6 |
| :---: | :---: | :---: | :---: | :---: |
| To develop ideas | - Create collaboratively <br> - Share ideas, resources and skills. <br> - Explore, use and refine a variety of artistic effects to express their ideas and feelings. | - Respond to ideas and starting points. <br> - Explore ideas and collect visual information. <br> - Explore different methods and materials as ideas develop. | - Develop ideas from starting points throughout the curriculum. <br> - Collect information, sketches and resources. <br> - Adapt and refine ideas as they progress. <br> - Explore ideas in a variety of ways. <br> - Comment on artworks using visual language. | - Develop and imaginatively extend ideas from starting points throughout the curriculum. <br> - Collect information, sketches and resources and present ideas imaginatively in a sketchbook. <br> - Use the qualities of materials to enhance ideas. <br> - Spot the potential in unexpected results as work progresses. <br> - Comment on artworks with a fluent grasp of visual language. |
| To master techniques | Painting <br> - Continue to explore colour <br> - To know the primary colours and that mixing these will create a new colour <br> - Explore using different tools for painting <br> Sculpture <br> To know how to join materials to create a model and use material to finish the design <br> - To know how to mould different resources to make a sculpture e.g. clay <br> - Use techniques such as paper folding, rolling and cutting <br> Drawing <br> - To know a pencil can create different lines <br> - To draw with increasing complexity and detail <br> - To explore coloured pencils for different effects | Painting <br> - Use thick and thin brushes. <br> - Mix primary colours to make secondary. <br> - Add white to colours to make tints and black to colours to make tones. <br> - Create colour wheels. <br> Drawing <br> - Draw lines of different sizes and thickness. <br> - Shade (own work) neatly following the lines. <br> - Show pattern and texture by adding dots and lines. <br> - Show different tones by using different pencils. | Painting <br> - Use a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines. <br> - Mix colours effectively. <br> - Use watercolour paint to produce washes for backgrounds then add detail. <br> - Experiment with creating mood with colour. <br> Sculpture <br> - Create and combine shapes to create recognisable forms (e.g. shapes made from nets or solid materials). <br> - Include texture that conveys feelings, expression or movement. <br> - Use clay and other mouldable materials. <br> - Add materials to provide interesting detail. <br> - Show life-like qualities and real-life proportions or, if more abstract, provoke different interpretations. <br> - Use tools to carve and add shapes, texture and pattern. | Drawing (inc charcoal) <br> - Use a variety of techniques to add interesting effects (e.g. reflections, shadows, direction of sunlight). <br> - Use a choice of techniques to depict movement, perspective, shadows and reflection. <br> - Choose a style of drawing suitable for the work (e.g. realistic or impressionistic). <br> - Use lines to represent movement. |
| To take inspiration from the greats (classic and modern) |  | - Describe the work of notable artists, artisans and designers. <br> - Use some of the ideas of artists studied to create pieces. | - Replicate some of the techniques used by notable artists, artisans and designers. <br> - Create original pieces that are influenced by studies of others. | - Give details (including own sketches) about the style of some notable artists, artisans and designers. <br> - Show how the work of those studied was influential in both society and to other artists. <br> - Create original pieces that show a range of influences and styles. |

End Points of Learning in the Art and Design Curriculum

## Year 2

Pupils can use an increasing range of materials creatively
Pupils can use colour, pattern, texture, line, shape, form and space within their artwork
Pupils can draw and paint with increased technique and imagination Pupils can talk about different artists
Pupils can confidently share their ideas and experiences through art
Pupils can describe similarities and differences between practices and pieces of artwork
Pupils can make links to their artwork from observing other artists work

## Year 4

Pupils can use sketchbooks to record observations and use them to review and revisit ideas
Pupils can organise line, tone, shape and colours to represent figures and forms Pupils show improvement in their mastery of art and design techniques, including painting and sculpture
Pupils can talk about great artists, architects and designers in history Pupils can experiment, invent and create their own works of art.

## Year 6

## Pupils can confidently use sketchbooks to record observations and use them to

 review and revisit ideasPupils organise line, and shape to maximise their artwork
Pupils show confidence in their mastery of art and design techniques, including painting, sculpture and drawing.
Pupils can analyse and evaluate artworks using appropriate language
Pupils can talk confidently about great artists, architects in history and understand their historical and cultural significance Pupils understand how art reflects our history

