Planning and Progression: Art



FS		Topics	Y1/2		Y3/4		Y5/6	
My World, Seasons and Celebrations Where Does the Snow Go? Traditional Tales, Marvellous Mini-beasts Fun on the Farm			CYCLE A London Move It, Me On My Map Scented Garden. Seaside	CYCLE B Toys, Under the Sea Springfield to India Wriggle and Crawl	CYCLE A Natural Disasters Explorers, South America (Rainforest) Water (Rivers), Ancient Egypt	CYCLE B The Mayan Civilisation, Chocolate Grimsby's Fishing Industry, Our Local Area Prehistoric Britain. Coastlines	CYCLE A WW2 Extreme Environments, Shackleton Olympic Legacies	CYCLE B Town and Country, Guy Fawkes Viking Raiders, Fair Trade Keen To Be Green
Understanding The World	To explore the natural world around them, making observations and drawing pictures of animals and plants To safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function To share their creations, explaining the process they have used	Experimenting With Materials Programme of Study	products To use drawing, painting and share their ideas, experience. To develop a wide range of using colour, pattern, textur. To know about the work of and designers, describing the between different practices links to their own work. To use natural, recycled and sculpture. To select different materials. To use sculpture to develop experiences and imagination. To manipulate malleable materials, pinching and kneading. To draw with different grades.	creatively to design and make d sculpture to develop and es and imagination art and design techniques in re, line, shape, form and space a range of artists, craft makers re differences and similarities and disciplines and making d manufactured materials for and share their ideas, n aterials in a variety of ways: ng. es of pencils using pencils/ chalk pastel and hniques egg: hatching nding of textiles nd threads terials that have been cut, es using a range of media, side finds.	To develop techniques, including the materials, with creativity, experime of different kinds of art, craft and of the create sketchbooks to record the review and revisit ideas. To improve their mastery of art and drawing, painting and sculpture with the company of the company	entation and an increasing awareness lesign eir observations and use them to d design techniques, including the arange of materials ects and designers in history ia- grades of pencils/charcoal media, press printing, mono t, pastels, clay, paper mache, Modroc	To develop techniques, including the creativity, experimentation and an and design To create sketchbooks to record the ideas To improve their mastery of art and sculpture with a range of materials. To know about great artists, archited artists, archited to use a range of media to experiment different effects - mixed media Blitt. To experiment using pencil, fabric,	ent with combining different materials to create

	To use tools and equipment safely and in the correct way To investigate tone by drawing light/dark lines, patterns and shapes using a pencil	To use sketchbooks to collect visual information from different sources as well as planning, trying out ideas, plan colours and collect source material for future works	To select and record from first-hand experience and imagination To explore ideas for different purposes To question and make thoughtful observations about starting points and processes in
Developing Techniques	and shapes using a pencil To name, match and draw lines and marks from observations To gain confidence in stitching 2 pieces of fabric together to make a pouch To use observational drawing to represent images of flowers To draw lines of varying thickness using a range of different grades of pencils To sort and arrange materials and begin to add texture by mixing materials To experiment with colour mixing and begin to use shades and tones To make observational drawing of their own toys. To be able to create a Kulhad clay pot, coiled pot/pinch pots To explore printing with a range of hard and soft materials, cork, pen barrels and sponges	material for future works To draw for a sustained period of time at their level To use different media to achieve variations in line, texture, tone, colour, shape and pattern To plan, refine and alter their drawings as necessary To use a variety of techniques including: printing, dying, quilting, weaving, embroidery, overlapping, montage of fabric, paper and plastic To develop skills in applique, stitching, cutting, and joining To explore pattern and shape, and experiment with layering To choose paints and implements appropriately To plan and create different effects and textures with paint according to what they need for the task To develop brush techniques using thick and thin brushes to create shapes, textures, patterns and lines To use recycled, natural and manmade materials to create sculptures To join clay adequately and work independently To construct a simple clay base for extending and modelling shapes To cut and join materials safely To plan, design, make and adapt models – making informed choices about the 3D technique chosen To show an understanding of shape, space and form To add material and detail to sculptures and develop techniques for finishing To match the tool to the material To choose collage/textiles as a means of extending work To refine and alter ideas and explain choices using an art vocabulary To collect visual info from a variety of sources, describing with	To question and make thoughtful observations about starting points and processes in their work To choose the printing method appropriate for task To build up layers and colours/textures To develop ideas from a range of sources To explore pattern, symmetry, rotation and repetition To choose inks and overlay colours To know about primary/secondary, warm/cold colours To control types of marks made/ experiment with different effects and textures inc. blocking in colour, washes, thickened paint creating textural effects To describe the different qualities involved in modelling, sculpture To plan a sculpture through drawing and other preparatory work To model and develop work through a combination of pinch, slab, and coil To demonstrate experience in the understanding of different ways of finishing work: glaze, paint, polish OS map artwork – painting and repeating patterns, exploring colour To demonstrate a wide variety of ways to make different marks with dry and wet media To develop ideas using different or mixed media using a sketchbook To experiment with symmetry, rotation, colour changing, shade, tone, monochrome Sculpting – creating 3D models/figurines of mythical Norse monsters/beasts or beast inspired jewellery To develop skills in using clay – including slabs, coils, slips, etc To manipulate and experiment with the elements of art: line, tone, pattern, texture, form, space, colour and shape To adapt their work according to their views and describe how they might develop it further To explore: stretching, fragmentation, enlargement, bending, distortion, melting, etc
Learning About Artists, Craft Makers and Designers	To learn about the work of designers and architects - Sir Christopher Wren (history link) Stephen Wiltshire – line drawings Eric Carle – (link to literacy) Book – 'Under the Sea'	vocabulary based on the visual and tactile elements. Artist study – Lindsay Phillip Butterfield , William Morris, Orla Kiely Artist study – Claude Monet (water paintings) Water Lilies, The Water Lily Pond, Bridge Over a Pond of Lilies, Argenteuil, Morning on the Seine	To look at, compare and discuss different examples of contemporary multi-media artists. To identify what materials, techniques and effects have been used Artist study - Steven Brown - McCoos collection, McZoos Collection, Animal Collection To study images of Ancient Greek ceramics and art work depicting Olympic Athletes and events or Olympic pictograms Artist study – Andy Warhol, Roy Lichtenstein, Keith Haring, Romero Britto Study photographs of Norse mythical beasts and jewellery – discuss the artists' intended purpose, effect etc. Op Art Cubism