## St William's Catholic Academy

Art \& Design - Printing Strand - Progression
What does the progression of skills and knowledge look like?

| Phase | Progression Objectives | Vocabulary | Formal Elements |
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| EYFS | - Use a brush or other tool to make marks with paint. <br> - Choose from a range of pre-mixed colours to create painted artworks. <br> - Paint simple shapes and images that can be recognised or explained by the child. <br> - Use large muscle movement to paint and make marks.). | Tier 2 thick, thin, pattern, line, shape, feeling, artwork. colour, red, blue, yellow, white, black, light, dark <br> Tier 3 brush, paint, mix | Colour <br> Space <br> Line |
| Key Stage 1 | -Use different sized paintbrushes appropriately with increasing control to make a range of marks with paint. <br> - Mix primary colours to make secondary colours. <br> - Use poster paints and watercolours on traditional surfaces. <br> -Explore how colour can portray mood and emotion. <br> - Paint from observation and imagination. <br> - Use simple IT programmes to explore digital painting. <br> - Use resist techniques (e.g. wax crayons \& wash). | Tier 2 <br> thick, thin, soft, broad, narrow, fine, pattern, line, shape, detail, image, observe, emotion, feeling, express, like, dislike, change, edit, improve, same, different, artist, artwork, compare, light, dark, tone, warm, cold, bright, dull, portrait, illustrator <br> Tier 3 <br> Primary colour, secondary colour, brush, paint, poster paint, mix. pointillism | Colour <br> Line <br> Value <br> Shape <br> Texture |
| Lower <br> Key <br> Stage <br> 2 | - Use different brushes and marks to gain a desired effect (e.g. large brush for large area). <br> - Mix shades and tints. <br> - Mix with purpose and accuracy an increasing range of colours from primary and secondary colours. <br> - Beginning to be able to match colours effectively to portray their subject or mimic an artist. <br> - Use poster paints and watercolours with confidence to blend, wash, and create a range of effects. <br> - Use cold and warm colours. <br> - Use a range of IT programmes to explore digital painting. <br> - Use more resist techniques (e.g. tape and ink). | Tier 2 background, foreground, position, control, sketch, placement, composition, repeat, opinion, reason, inference, influence, inspiration, similar, timeline, location, context, negative space, blend, movement, mood, intent, opaque, translucent, strong <br> Tier 3 highlight, dimension, shade, shades, tints, watercolour, wash, abstract, realist, impression, landscape, seascape, brush strokes, impressionism, stippled | Colour <br> Line <br> Value <br> Tone <br> Space <br> Shape <br> Texture <br> Form |
| Upper Key Stage 2 | - Choose the appropriate medium and tools to paint for purpose (e.g. watercolour for washes and a soft brush, palette knives for texture, sponges for mottled effect). <br> - Mix with increasing purpose and accuracy a wide range of colours. | Tier 2 <br> art movement, perspective, precision, medium, media, purpose, appropriate, direction, viewpoint, distance, angle, subject, interior, exterior, mixed media, | Colour <br> Line <br> Value |


|  | - Increasingly confident with matching colours effectively to portray their subject or mimic an artist. <br> - Use a wider range of paints, such as acrylic to layer, build texture and re-work ideas. <br> - Paint on non-conventional surfaces. <br> - Use mixed media to make collages including paint. <br> - Explore the use of a limited colour palette and the effect of this. <br> - Use resist techniques (e.g. batik, silk painting, masking fluid and paint). | texture, cubism, combine, scale, balance, secure, automatic drawing <br> Tier 3 <br> limited colour palette, complimentary, miniature | Tone <br> Space <br> Shape <br> Texture <br> Form |
| :---: | :---: | :---: | :---: |
| Key Stage 3 | Exploring ideas using media and techniques -Exploring ideas and materials, selecting appropriate media, techniques and process. -Using media and techniques with control. <br> -You can take some creative risks when developing ideas and experimentations. -Develop tone when using media to help make studies look 3D. <br> Painting <br> -Understanding what paint to select for the purpose. <br> -Using paint in the correct way. <br> -Mixing colours that are accurate. <br> -Applying with neatness, holding brush low down to achieve control. <br> -Watercolours - building layers from light to dark in a transparent way. Controlling amount of water used and not over working. Working quickly in certain areas. <br> -Poster paints - consistency is thicker, opaque when blending. <br> Exploring colour theory, colour wheel, primary, secondary, tertiary, complementary etc. | Tone <br> Shading, tonal, dark, medium, light, highlights, smooth <br> Colour <br> Colourful, bright, soft, pastel, warm, cool, primary, secondary, tertiary, dull, vivid, contrasting, monochrome, | Colour <br> Line <br> Value <br> Tone <br> Space <br> Shape <br> Texture <br> Form <br> Pattern |

