

Townhill Infant School- Progression of skills

Subject- Art

Year R	Year 1	Year 2
<p><u>Use a range of materials to design and make products:</u> 3D: Find out how to build using construction kits, junk materials and natural objects. Discover how to model using different modelling materials such as clay and dough.</p> <p>DT: Experiment with ways of joining materials and object together.</p>	<p><u>Uses a range of materials to design and make products:</u> Investigate different materials and how they can be adapted, including experimenting with pleating, cutting and folding paper and thin card to understand the difference 2d and 3d.</p> <p>Explore a range of mediums and discover their range of effects when designing and making a product.</p>	<p><u>Uses a range of materials to design and make products:</u> Investigate different methods of designing; including drawing and use of ICT. Decide on methods, materials and processes.</p> <p>Use a range of mediums to design products and decide on a preference.</p> <p>Experiment with different types of materials and design and make products.</p>
<p><u>Share ideas, experience and imagination (using drawing, painting and sculpting).</u> Talking about their art work and putting it into stories. Generating answers to why they have done their work in this manner.</p> <p>Make art individually and collaboratively.</p> <p>Think about what art is and share ideas with others.</p>	<p><u>Share ideas, experience and imagination (using drawing, painting and sculpting).</u> Share ideas about what art is and where it could be found.</p> <p>Work as part of a group to create a piece of work and also create art independently.</p> <p>Draw from imagination, observation and memory to design things, record observations, tell stories and express thought and feelings to others.</p>	<p><u>Share ideas, experience and imagination (using drawing, painting and sculpting).</u> Observe different artist by having the opportunity of seeing real art and identifying possible inspiration behind the artist's work.</p> <p>Discover together how to use drawings as a precursor for the art work, including for example in class sketches.</p> <p>Make art collaboratively and individually. Sharing ideas vocally in regard to design, technique and use of materials.</p>
<p><u>Develop and range of art and design techniques:</u> Discover how to make pictures and patterns buy cutting and sticking a variety of materials eg</p>	<p><u>Develop and range of art and design techniques:</u> Collage: Experiment making collage pictures using cutting, tearing and sticking different types of</p>	<p><u>Develop and range of art and design techniques:</u> Collage: Experiment with a range of materials and methods to create a variety. Identify how to cut</p>

<p>wallpaper cellophane, tissue paper and fabric.</p> <p>Experiment to create different textures and investigate what happens when paint is mixed.</p> <p>Identify that different tools can be used to apply paint, including fingers, brushes, cotton buds, sticks with a range of sizes.</p> <p>Find out how to print by loading an object with paint and applying it to surface; make repeated patterns and print onto different patterns.</p>	<p>paper and materials.</p> <p>Drawing 2D: Create drawings (observational, imaginative ect) by understanding that they are using lines to form shapes and us shading to identify different features such as patterns, textures and tones.</p> <p>Paint 2D: Experiment with different marks, shapes and patterns. Explore the effects of adding glitter, sand and PVA glue.</p> <p>Textiles: Investigate weaving with fabric on a card loom or using strips of paper, making choices about colours and textures. Introduce the children to dye.</p> <p>3D: Use junk materials (and/ or crumpled newspaper/ carrier bags). Children need to decide decoration and use different techniques and materials.</p>	<p>shapes accurately from paper and thin card. Also cutting precisely on a straight line.</p> <p>Printing: Understand that the purpose of printmaking is to create multiple images and patterns. Mimic print from the environment eg wallpaper. Make mono prints by spreading paint. Experiment with a variety of objects to create a print. Press, roll, rub, and stamp to make prints.</p> <p>ICT: Experiment with digital media to use a wide range of tools, colours, lines, tones, colours and shapes.</p> <p>3D Clay: Make models in clay or other malleable materials for particular purposes. Discover how to join two pieces of clay so they won't apart, by roughing both surfaces with a toothbrush. Learn how to roll an even slab of clay by using a rolling pin on top of two wooden baton.</p>
<p><u>Study a range of artists</u></p> <p>Have opportunities to meet and work with professional artists.</p> <p>Describe a pictures created by an artist.</p> <p>Experiment with a technique that an artist uses.</p>	<p><u>Study a range of artists</u></p> <p>Look at and talk about the work of artists who use different kinds of techniques including drawing, collage and use of ICT mediums.</p> <p>Create a piece of art in the style of an artist.</p>	<p><u>Study a range of artists</u></p> <p>Discuss and describe the work of notable artists, artisans and designer. Use some of the studied artists to create pictures in the style of their works, copying techniques to reproduce the art work.</p>