

Art Curriculum – Knowledge Progression Map

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	Year 3		Year 4		Year 5		Year 6
NC Objective	Disciplinary Knowledge: Pupils should be taught to develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design. Pupils should be taught: - to create sketch books to record their observations and use them to review and revisit ideas - to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay] - about great artists, architects and designers in history						
Substantive Knowledge:	Line	Colour	Tone	Shape	Form	Pattern	Texture
Disciplinary Knowledge:	Year 3		Year 4		Year 5		Year 6
Taking Inspiration From the Greats	Know about and describe the work of some artists. Replicate some of the techniques used by notable artists, artisans and designers.		Know about and describe key ideas, techniques of a variety of artists. Create original pieces that are influenced by the studies of others.		Know how to research and discuss ideas and approaches/styles of various artists, artisans and designers. Know how the work of those studies was influential in both society and to other artists.		Describe, interpret and explain the work, ideas and practises of some of the significant artists, taking account of the influence of historical, cultural and social contexts. Create original pieces that show a range of influences and styles.
Generating Ideas	Know how to develop and design ideas from starting points throughout the curriculum. Collect information, sketches and resources in their sketchbooks.		Know how to explore ideas in a variety of ways. Comment on artists using visual language. Use sketchbooks to improve understanding, inform ideas and plan outcomes.		Know how to develop and imaginatively extend ideas from starting points throughout the curriculum. Collect information, sketches and resources and present ideas imaginatively in a sketchbook.		Know how to use the qualities of materials to enhance ideas. Know how to spot the potential in unexpected outcomes as work progresses. Know how to comment on artworks with a fluent grasp of visual language.

Drawing	Know how to use different hardness of pencils to show line, tone and texture. Know how to annotate sketches to explain and elaborate ideas. Know how to sketch lightly (no need to use a rubber to correct mistakes).	Know how to use shading to show light and shadow. Know how to use hatching and cross hatching to show tone and texture.	Know how to use a variety of techniques to add interesting effects. (e.g. Reflections, shadows, direction of sunlight). Know how to use a choice of techniques to depict movement and perspective.	Choose a style of drawing suitable for the work (e.g. realistic or impressionistic). Know how to use lines to represent movement.
Painting	Know how to use a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines. Know how to mix colours effectively.	Know how to use watercolour paint to produce washes for backgrounds, then add detail. Know how to experiment with creating mood with colour.	Know how to sketch lightly before painting to combine line and colour. Know how to create a colour palette based on colours in the natural or built world. Know how to use brush techniques and the qualities of paint to create texture.	Know how to use the qualities of watercolour and acrylic paint to create visually interesting pieces. Know how to combine colours, tones and tints to enhance the mood of a piece. Know how to develop a personal style of painting, drawing upon ideas from other artists.
Sculpture and Craft	Know how to create and combine shapes to create recognisable forms (e.g. shapes made from nets or solid materials). Know how to include texture that conveys feelings, expression or movement.	Know how to use clay and other mouldable materials. Know how to add materials to provide interesting detail and texture.	Know how to show life-like qualities and real-life proportions or, if more abstract, provoke different interpretations. Know how to use tools to carve and add shapes, texture and pattern.	Know how to combine visual and tactile qualities. Know how to use frameworks such as wire or moulds to provide stability and form. Know how to develop cutting and joining skills. Know how to plan and design a sculpture.
Evaluating	Know how to compare ideas, methods and approaches in their own and others' work and say what they think and feel about them. Know how to adapt their work according to their views.	As for Year 3. Know how to adapt and refine ideas as they progress. Know how to annotate work in sketch books.	Know how to regularly analyse and reflect on their progress, taking account of what they hoped to achieve. Know how to adapt their work according to their views and describe how they might develop it further.	Know how to provide a reasoned evaluation of their own and professional's work, which takes into account the starting points, intentions and contexts behind the work. Know how to adapt their work according to their views and describe how they might develop it further.

