A close up of a logo

Description automatically generated**ART and DESIGN at West Kidlington Primary School and Nursery 2023-2024: Curriculum Progression**

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| Art Palette Clip Art Images – Browse 13,437 Stock Photos, Vectors, and  Video | Adobe Stock | **Year 1/2** | | **Year 3/4** | **Year 5/6** | |
|  | Subject content Key stage 1 Pupils should be taught:  - To use a range of materials creatively to design and make products  - To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination  - To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space  - To know about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work. | | Subject content Key stage 2 Pupils should be taught:  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]. * Learn about great artists, architects, and designers in history. | | |
| **Drawing** | **Impressionism**  Skills  • Draw lines of different sizes and thickness.  • Colour work neatly following the lines.  Knowledge  • Know the difference between pencils and crayons.  • Know that pencils have different grades and what each grade means.  **Fauvism**  Skills  • Show pattern and texture by adding dots and lines.  • Show different tones by using coloured pencils.  Knowledge  • Know which grade of pencil is most appropriate for a given task.  • Know how and when to use charcoal, pencil and pastel to create different tones, patterns and textures. | | **Expressionism**  Skills  • Use different harshness’s of pencils to show line, tone and texture.  • Sketch lightly (no need to use a rubber to correct mistakes).  Knowledge  • Know a range of facial expressions and how to show these in their drawings.  • Know which pencil grades will produce their desired tones and textures.  **Cubism**  Skills  • Using materials to shade to show light and shadow.  • Use hatching and cross hatching to show tone and texture.  Knowledge  • Know a range of body language and how to represent these in their drawings.  • Know how to show reflections in their drawings.  • Know a range of drawing materials and which are most purposeful for a given task. | **Surrealism**  Skills  • Use a variety of techniques to add interesting effects (e.g. reflections, shadows, direction of sunlight).  • Use a choice of techniques to depict movement, perspective, shadows and reflection.  Knowledge  Know how to create shading.  • Know how to draw figures in movement using line, shape, colour and tone.  **Pop Art**  Skills  •Choose a style of drawing suitable for the work.  • Use lines to represent movement.  Knowledge  • Know the meaning of the term ‘abstract’. Know how to use imagination within drawing.  • Know the effects of combining different drawing tools. | |
| **Printing** | **Impressionism**  Skills  • Use repeating or overlapping shapes.  • Use objects to create prints (e.g. fruit, vegetables or sponges).  Knowledge  • Know the technique for printing with sponges, vegetables and fruit.  • Know what a repeating pattern is.  **Fauvism**  Skills  • Mimic print from the environment (e.g. wallpapers).  • Press, roll, rub and stamp to make prints.  Knowledge  • Know what the outcomes will be for the different methods of printing: pressing, rolling, rubbing and stamping. | | **Expressionism**  Skills  • Use layers of two or more colours.  • Make printing blocks (e.g. from coiled string glued to a block.  Knowledge  • Know how to make a printing block.  • Know what a two-colour print is.  **Cubism**  Skills  • Replicate patterns observed in natural or built environments.  • Make precise repeating patterns using a least four colours.  Knowledge  • Know how to design and make a printing block.  • Know how the properties of different materials will affect the outcome of the print. | **Surrealism**  Skills  • Build up layers of colours.  • Create an accurate pattern, showing fine detail.  Knowledge  • Know how to print using an increasing range of colours  • Know which materials will be best to print onto for a given purpose  **Pop Art**  Skills  •Use a range of visual elements to reflect the purpose of the work.  Knowledge  • Know what overprint means.  • Know how to use different printing methods. | |
| **Collage (3D)** | **Impressionism**  Skills  • Use a combination of materials that are cut, torn and glued.  • Sort and arrange materials.  Knowledge  • Know how to cut and tear paper and card to the appropriate size for their task.  • Know how the thickness of a material (e.g. paper/ card) will affects its ability to be cut or torn.  **Fauvism**  Skills  • Sort and arrange a wide range of materials.  • Mix materials to create texture.  Knowledge  •Know the effects that different materials will have when collaged (e.g. reflect the light, add texture). | | **Expressionism**  Skills  •To overlap materials.  •To arrange materials to appropriately.  •Begin to ensure work is more precise.  Knowledge  • Know how to overlap materials.  • Know what mosaic is.  • Know what montage is.  **Cubism**  Skills  • Ensure work is precise.  • Use coiling, overlapping, tessellation, mosaic and montage.  Knowledge  • Know what ceramic mosaic is and what is looks like.  • Know what the visual qualities of art are (e.g. line, shape, tone, colour).  • Know what the tactile qualities of art are (e.g. texture). | **Surrealism**  Skills  • Mix textures (rough and smooth, plain and  patterned).  • Combine visual and tactile qualities.  Knowledge  • Know how the visual qualities of art can show mood and emotion.  • Know how the tactile qualities of art can show mood and emotion.  **Pop Art**  Skills  •Use ceramic mosaic materials and techniques.  Knowledge  • Know the properties of a range of materials that can be used to collage.  • Know how to include pattern, tone and shape in one collage. | |
| **Painting** | **Impressionism**  Skills  • use thick and thin brushes appropriately.  • mix primary colours to make secondary colours.  Knowledge  • Know when it is appropriate to use thick and thin brushes.  • Know that red, yellow and blue are the primary colours.  • Know that green, orange and purple are the secondary colours.  **Fauvism**  Skills  • Select primary colours to mix secondary colours  • Add white to colours to make tints and blacks  • Create colour wheels  Knowledge  • Know which primary colours need to be mixed to create each of the secondary colours.  • Know which colours need to be mixed to make brown.  • Know that colours can be tinted (made lighter) by adding white.  • Know that colours can be toned (made darker by adding black. | | **Expressionism**  Skills  • Use a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines.  • Mix colours effectively.  • Use tint and tone effectively.  • Replicate some of the techniques used by notable artists, artisans and designers.  Knowledge  • Know where red, yellow, blue, green, orange and purple are located on the colour wheel.  • Know what colour will be produced from the colours they mix.  • Know what a wash is and how to create a background wash.  **Cubism**  Skills  • Use watercolour paint to produce washes for backgrounds then add detail.  • Experiment with creating mood with colour.  Knowledge  • Know how to create any colour that they need.  • Know how to create shading with paint. | **Surrealism**  Skills  • Sketch (lightly) before painting to combine  line and colour.  • Create a colour palette based upon colours  observed in the natural or built world.  • Use the qualities of watercolour and acrylic  paints to create visually interesting pieces.  Knowledge  • Know some methods for creating mood in paintings (e.g. colour, contrasts, placement.  **Pop Art**  Skills  • Colours, tones and tints to enhance the mood of a piece.  • Use brush techniques and the qualities of paint to create texture.  • Develop a personal style of painting, drawing upon ideas from other artists.  Knowledge  • Know about pop art and its history. | |
| **Sculpture (3D)** | **Impressionism**  Skills  • To add texture by using tools  • To make different kinds of shapes  Knowledge  • How to cut, roil, and coil materials such as clay and plasticine.  • To be able to make a pinch pot  **Fauvism**  Skills  • To create a slip.  • To create a coil.  • To know some sculpture techniques such as rolling, cutting,  moulding and carving.  • How to join pieces of play together using slip.  Knowledge:  • Knowing how to cross hatch into clay.  • How to connect pieces of clay using slip.  • To create a pinch pot and add details onto clay. | | **Expressionism**  Skills  • To create a slip  • To create a coil.  • To know some sculpture techniques such as rolling, cutting,  moulding and carving  • How to join pieces of play together using slip.  Knowledge:  • Knowing how to cross hatch into clay  • How to connect pieces of clay using slip.  • To create a pinch pot and add details onto clay  • To join 2 pinch pots together to create 1 shape.  **Cubism**  Skills  • To create a slip  • To create a coil.  To know some sculpture techniques such as rolling, cutting,  moulding and carving  • How to join pieces of play together using slip.  • To mould a pinch pot to define Shape and create a free-standing pot.  Knowledge:  • Knowing how to cross hatch into clay  • How to connect pieces of clay using slip.  • To create a pinch pot and add details onto clay  • To Use shape and form within 3D work. | **Surrealism**  • To create a slip  • To create a coil.  • To know some sculpture techniques such as rolling, cutting,  moulding and carving and twisting.  • How to join pieces of play together using slip.  • To create a pinch pot and build on this using coils to create taller shape.  Knowledge:  • Knowing how to cross hatch into clay  • How to connect pieces of clay using slip.  • To create a pinch pot and add details onto clay  • To Use shape and form within 3D work.  **Pop Art**  • To create a slip  • To create a coil.  • To know some sculpture techniques such as rolling, cutting,  moulding and carving and twisting.  • How to join pieces of play together using slip.  • To use a wire structure to support a clay piece of work.  Knowledge:  • Knowing how to cross hatch into clay.  • How to connect pieces of clay using slip.  • To create a pinch pot and add details onto clay.  • To use shape and form within 3D work. To know how to mould and bend wire into shapes. | |
| **Textiles – DT link** | • Begin to identify different forms of textiles/fabric e.g. felt, velvet, cotton.  • Continue to develop understanding weaving techniques.  • Use different fabrics and materials in collages.  • To be shown how to thread a needle.  • To use a running stitch.  • Stitch two pieces of fabric using a running stitch. | | • Begin to thread a needle independently.  • Continue to use a running stitch and introduce a back stitch.  • Apply decoration using beads, buttons, feathers etc.  • Begin to modify threads and fabrics, knotting, fraying, fringing, pulling threads, twisting, plaiting.  • Thread a needle independently.  • Use a running and back stitch.  • Apply decoration using needle and thread: buttons, sequins.  • Gain experience in applying colour by printing and using fabric crayons/ paints.  • Change and modify threads and fabrics as in Y3. | • Introduce a cross stitch in embroidery.  • Use a variety of techniques, e.g. printing, dyeing, weaving and stitching to create different textural effects.  • Demonstrate experience in combining techniques to produce an end piece: embroidery over tie dye.  • Show awareness of the skills involved in aspects such as knitting, lace making.  • Continue to change and modify threads and fabrics.  • Design, plan and decorate a fabric piece.  • Experiment with a variety of techniques.  • Use a number of different stitches creatively to produce different patterns and textures.  • Recognise different forms of textiles and express opinions on them. | |
| **EYFS** | Expressive Arts and Design The development of children’s artistic and cultural awareness supports their imagination and creativity. It is important that children have regular opportunities to engage with the arts, enabling them to explore and play with a wide range of media and materials. The quality and variety of what children see, hear and participate in is crucial for developing their understanding, self-expression, vocabulary and ability to communicate through the arts. The frequency, repetition and depth of their experiences are fundamental to their progress in interpreting and appreciating what they hear, respond to and observe. | | | | |
| Drawing  • Begin to use a variety of drawing tools.  • Use drawings to tell a story.  • Investigate different lines.  • Explore different textures.  • Encourage accurate drawings of people. | Sculpture  • To roll, stretch, create texture.  • To create rough and smooth surfaces.  • To be able to roll into a ball.  • To understand what rough and smooth is.  • To know how durable clay is (when pinching and pulling). | | | Sculpture  • Rubbings  • Print with variety of objects  • Print with block colours |
| Painting  • To paint using different sized brushes.  • To use a variety of tools for painting.  • To explore mixing colours including white and black.  • To paint using a variety of textured paint.  • Know how to hold a paintbrush.  • Know how to clean brush when applying paint. | Colour  • Experimenting with and using primary colours.  • Naming colours.  • Experiment with mixing colours.  • Learn the names of different tools that bring colour.  • Use a range of tools to make coloured marks on paper. | | |  |