

**Yew Tree Primary Academy**

**Art and Design Progression of Skills**

Development Matters

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EYFS

Kapow Primary

Years 1

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| **Nursery 2022-2023** | AUTUMN | | SPRING | SUMMER |
| Dependent on transition and baseline information some overlearning of prior age bands might occur. | **Focused Texts**  **Autumn 1-** Where’s Spot, Dear Zoo & The Tiger who came to tea  **Autumn 2-** Owl Babies, Meg & Mog & Room on the broom | **Focused Texts**  **Spring 1-** Elmer, Rainbow Fish & Giraffes can’t dance  **Spring 2-** Three Little Pigs, Little Red Riding hood & The Gingerbread Man | | **Focused Texts**  **Summer 1-** The Hungry Caterpillar, Jaspers Beanstalk & The Giant Turnip  **Summer 2-**We’re going on a bear hunt, How to catch a star & Aliens love underpants |

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| Expressive arts and design | Focus Teaching  Art | I can begin to mark make using different shapes and patterns.  I can draw a picture of my family | I can make a bonfire picture  I can use natural resources to make some transient art-faces | I can make a picture with different emotions  I can use printing techniques- e.g. rainbow fish art | I can mix colours together  I can paint characters from Traditional Tales | I can mix colours together  I can explore leaf patterns and printings for the beanstalk | I can draw different objects with more detail  I can create a marble space background |
| Provision opportunities | • Take part in simple pretend play, using an object to represent something else even though they are not similar.  Draw with increasing complexity and detail, such as representing a face with a circle and including details.   • Explore different materials freely, in order to develop their ideas about how to use them and what to make.  • Develop their own ideas and then decide which materials to use to express them.  • Join different materials and explore different textures.   * Loose parts faces * Making area with different materials * Range of mark making resources e.g. crayons, felt tips, pencils, chalk, stamps, etc. * Pattern making resources e.g. sticks, buttons, jewels * Photos of different patterns * Age appropriate art books | | | | | |

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| **Reception 2022-2023** | | AUTUMN | | SPRING | | SUMMER | |
| Dependent on transition and baseline information some overlearning of prior age bands might occur. | | **Focused Texts**  **Autumn 1** – Goldilocks and the Three bears, Little Red Riding Hood  **Autumn 2 –** The Leaf Thief, The Gruffalo, The Gruffalo’s Child & Naughty Bus | | **Literacy Tree Focused Texts**  **Spring 1 –** I’m Henry Finch & Weirdo  **Spring 2 –** Little Red & Super Milly | | **Literacy Tree Focused Texts**  **Summer 1 –** The Tiny Seed & The extraordinary gardener  **Summer 2 –** Look Up & The Night Pirates | |
| Expressive arts and design | Focus Teaching  Art | I can create a self portrait  I can draw a picture of my family | I can create bonfire art using chalk  I can create a seasonal ice picture  I can create poppy art  I can make seasonal transient art using a range of natural resources | I can create wooden spoon people linked to Little Red | I can make detailed drawings of plants and things that grow.  I can create collages of different plants I have observed  I can make seasonal a seasonal picture using paints (colour mixing)  I can print using different fruit and vegetables | I can investigate animal print using different media  I can create a desert collage | I can use different media to create a space picture  I can make a dinosaur fossil |
| Provision opportunities | \*Return to and build on their previous learning, refining ideas and developing their ability to represent them.  \*Create collaboratively sharing ideas, resources and skills.  \*Explore, use and refine a variety of artistic effects to express their ideas and feelings. (After focus teaching)  \*Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.  \*Make use of props and materials when role playing characters in narratives and stories.  \*Share their creations, explaining the process they have used.  \*Invent, adapt and recount narratives and stories with peers and their teacher.   * Opportunities to collage, paint and mix colours * Playdough, salt dough – use tools to sculpt * Make models | | | | | |

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| **Progression of skills** | **Drawing** |

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|  | **Year 1**  **Make your mark** | **Year 2**  **Tell a story** | **Year 3**  **Growing artists** |
| **Generating ideas** | Explore their own ideas using a range of media. | Begin to generate ideas from a wider range of stimuli, exploring different media and techniques. | Generate ideas from a range of stimuli and carry out simple research and evaluation as part of the making process. |
| **Sketchbooks** | Use sketchbooks to explore ideas in an open-ended way. | Experiment in sketchbooks, using drawing to record ideas. Use sketchbooks to help make decisions about what to try out next. | Use sketchbooks for a wider range of purposes, for example recording things using drawing and annotations, planning and taking next steps in a making process. |
| **Making skills**  **(including**  **Formal elements)** | Use a range of drawing materials such as pencils, chalk, charcoal, pastels, felt tips and pens.  Develop observational skills to look closely and reflect surface texture through mark-making.  To explore mark making using a range of tools; being able to create a diverse and purposeful range of marks through experimentation building skills and vocabulary. | Further develop mark-making within a greater range of media, demonstrating increased control.  Develop observational skills to look closely and reflect surface texture through mark-making.  Begin to explore tone using a variety of pencil grade (HB, 2B, 4B) to show form, drawing light/dark lines, patterns and shapes. | Confidently use of a range of materials, selecting and using these appropriately with more independence.  Draw with expression and begin to experiment with gestural and quick sketching.  Developing drawing through further direct observation, using tonal shading and starting to apply an understanding of shape to communicate form and proportion. |
| **Knowledge of artists** | Describe similarities and differences between practices in Art and design, eg between painting and sculpture, and link these to their own work. | Talk about art they have seen using some appropriate subject vocabulary. Be able to make links between pieces of art. | Use subject vocabulary to describe and compare creative works. Use their own experiences to explain how art works may have been made. |
| **Evaluating and analysing** | Describe and compare features of their own and other’s art work. | Explain their ideas and opinions about their own and other’s art work, giving reasons.  Begin to talk about how they could improve their own work. | Confidently explain their ideas and opinions about their own and other’s art work, giving reasons. Use sketchbooks as part of the problem-solving process and make changes to improve their work. |

**Drawing**

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|  | **Year 4**  **Power prints** | **Year 5**  **I need space** | **Year 6**  **Make my voice heard** |
| **Generating ideas** | Generate ideas from a range of stimuli, using research and evaluation of techniques to develop their ideas and plan more purposefully for an outcome. | Develop ideas more independently from their own research. Explore and record their plans, ideas and evaluations to develop their ideas towards an outcome. | Draw upon their experience of creative work and their research to develop their own starting points for creative outcomes. |
| **Sketchbooks** | Use sketchbooks purposefully to improve understanding, develop ideas and plan for an outcome. | Confidently use sketchbooks for purposes including recording observations and research, testing materials and working towards an outcome more independently. | Using a systematic and independent approach, research, test and develop ideas and plans using sketchbooks. |
| **Making skills (including**  **Formal elements)** | Apply observational skills, showing a greater awareness of composition and demonstrating the beginnings of an individual style.  Use growing knowledge of different drawing materials, combining media for effect.  Demonstrate greater control over drawing tools to show awareness of proportion and continuing to develop use of tone and more intricate mark making. | To use a broader range of stimulus to draw from, such as architecture, culture and photography. Begin to develop drawn ideas as part of an exploratory journey.  Apply known techniques with a range of media, selecting these independently in response to a stimulus.  Draw in a more sustained way, revisiting a drawing over time and applying their understanding of tone, texture, line, colour and form. | Draw expressively in their own personal style and in response to their choice of stimulus, showing the ability to develop a drawing independently.  Apply new drawing techniques to improve their mastery of materials and techniques  Push the boundaries of mark-making to explore new surfaces, e.g. drawing on clay, layering media and incorporating digital drawing techniques. |
| **Knowledge of artists** | Use subject vocabulary confidently to describe and compare creative works.  Use their own experiences of techniques and making processes to explain how art works may have been made. | Research and discuss the ideas and approaches of artists across a variety of disciplines, being able to describe how the cultural and historical context may have influenced their creative work. | Describe, interpret and evaluate the work, ideas and processes used by artists across a variety of disciplines, being able to describe how the cultural and historical context may have influenced their creative work. |
| **Evaluating and analysing** | Build a more complex vocabulary when discussing their own and others’ art.  Evaluate their work more regularly and independently during the planning and making process. | Discuss the processes used by themselves and by other artists, and describe the particular outcome achieved.  Use their knowledge of tools, materials and processes to try alternative solutions and make improvements to their work. | Give reasoned evaluations of their own and others work which takes account of context and intention.  Independently use their knowledge of tools, materials and processes to try alternative solutions and make improvements to their work. |

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| **Progression of skills** | **Painting and Mixed Media** |

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|  | **Year 1**  **Colour splash** | **Year 2**  **Beside the seaside** | **Year 3**  **Prehistoric painting** |
| **Generating ideas** | Explore their own ideas using a range of media. | Begin to generate ideas from a wider range of stimuli, exploring different media and techniques. | Generate ideas from a range of stimuli and carry out simple research and evaluation as part of the making process. |
| **Sketchbooks** | Use sketchbooks to explore ideas in an open-ended way. | Experiment in sketchbooks, using drawing to record ideas. Use sketchbooks to help make decisions about what to try out next. | Use sketchbooks for a wider range of purposes, for example recording things using drawing and annotations, planning and taking next steps in a making process. |
| **Making skills**  **(including**  **Formal elements)** | Experiment with paint, using a wide variety of tools (eg brushes, sponges, fingers) to apply paint to a range of different surfaces.  Begin to explore colour mixing.  Play with combinations of materials to create simple collage effects. Select materials based on their properties, *eg shiny, soft.* | Begin to develop some control when painting, applying knowledge of colour and how different media behave eg adding water to thin paint.  Create a range of secondary colours by using different amounts of each starting colour or adding water.  Make choices about which materials to use for collage based on colour, texture, shape and pattern. Experiment with overlapping and layering materials to create interesting effects. | Select and use a variety of painting techniques, including applying their drawing skills, using their knowledge of colour mixing and making choices about suitable tools for a task eg choosing a fine paintbrush for making detailed marks.  Mix colours with greater accuracy and begin to consider how colours can be used expressively.  Modify chosen collage materials in a range of ways eg by cutting, tearing, re-sizing or overlapping. In sketchbooks, use collage as a means of collecting ideas. |
| **Knowledge of artists** | Describe similarities and differences between practices in Art and design, eg between painting and sculpture, and link these to their own work. | Talk about art they have seen using some appropriate subject vocabulary. Be able to make links between pieces of art. | Use subject vocabulary to describe and compare creative works. Use their own experiences to explain how art works may have been made. |
| **Evaluating and analysing** | Describe and compare features of their own and other’s art work. | Explain their ideas and opinions about their own and other’s art work, giving reasons. Begin to talk about how they could improve their own work. | Confidently explain their ideas and opinions about their own and other’s art work, giving reasons. Use sketchbooks as part of the problem-solving process and make changes to improve their work. |

**Painting and mixed media**

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|  | **Year 4**  **Light and dark** | **Year 5**  **Portraits** | **Year 6**  **Artist study** |
| **Generating ideas** | Generate ideas from a range of stimuli, using research and evaluation of techniques to develop their ideas and plan more purposefully for an outcome. | Develop ideas more independently from their own research. Explore and record their plans, ideas and evaluations to develop their ideas towards an outcome. | Draw upon their experience of creative work and their research to develop their own starting points for creative outcomes. |
| **Sketchbooks** | Use sketchbooks purposefully to improve understanding, develop ideas and plan for an outcome. | Confidently use sketchbooks for purposes including recording observations and research, testing materials and working towards an outcome more independently. | Using a systematic and independent approach, research, test and develop ideas and plans using sketchbooks. |
| **Making skills (including**  **Formal elements)** | Explore the way paint can be used in different ways to create a variety of effects, eg creating a range of marks and textures in paint.  Develop greater skill and control when using paint to depict forms, eg beginning to use tone by mixing tints and shades of colours to create 3D effects.  Work selectively, choosing and adapting collage materials to create contrast and considering overall composition. | Apply paint with control in different ways to achieve different effects, experimenting with techniques used by other artists and applying ideas to their own artworks eg making choices about painting surfaces or mixing paint with other materials.  Develop a painting from a drawing or other initial stimulus.  Explore how collage can extend original ideas.  Combine a wider range of media, eg photography and digital art effects. | Manipulate paint and painting techniques to suit a purpose, making choices based on their experiences.  Analyse and describe the elements of other artists’ work, e.g. the effect of colour or composition..  Consider materials, scale and techniques when creating collage and other mixed media pieces. Create collage in response to a stimulus.  Work collaboratively on a larger scale. |
| **Knowledge of artists** | Use subject vocabulary confidently to describe and compare creative works.  Use their own experiences of techniques and making processes to explain how art works may have been made. | Research and discuss the ideas and approaches of artists across a variety of disciplines, being able to describe how the cultural and historical context may have influenced their creative work. | Describe, interpret and evaluate the work, ideas and processes used by artists across a variety of disciplines, being able to describe how the cultural and historical context may have influenced their creative work. |
| **Evaluating and analysing** | Build a more complex vocabulary when discussing their own and others’ art.  Evaluate their work more regularly and independently during the planning and making process. | Discuss the processes used by themselves and by other artists, and describe the particular outcome achieved.  Use their knowledge of tools, materials and processes to try alternative solutions and make improvements to their work. | Give reasoned evaluations of their own and others work which takes account of context and intention.  Independently use their knowledge of tools, materials and processes to try alternative solutions and make improvements to their work. |

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|  | **Year 1**  **Paper play** | **Year 2**  **Clay houses** | **Year 3**  **Abstract shape and space** |
| **Generating ideas** | Explore their own ideas using a range of media.   |  |  | | --- | --- | | **Progression of skills** | **Sculpture and 3D** | | Begin to generate ideas from a wider range of stimuli, exploring different media and techniques. | Generate ideas from a range of stimuli and carry out simple research and evaluation as part of the making process. |
| **Sketchbooks** | Use sketchbooks to explore ideas in an open-ended way. | Experiment in sketchbooks, using drawing to record ideas. Use sketchbooks to help make decisions about what to try out next. | Use sketchbooks for a wider range of purposes, for example recording things using drawing and annotations, planning and taking next steps in a making process. |
| **Making skills**  **(including**  **Formal elements)** | Use their hands to manipulate a range of modelling materials, including paper and card.  Explore how to join and fix materials in place.  Create 3D forms to make things from their imagination or recreate things they have seen. | Develop understanding of sculpture to construct and model simple forms.  Use hands and tools with confidence when cutting, shaping and joining paper, card and malleable materials.  Develop basic skills for shaping and joining clay, including exploring surface texture. | Able to plan and think through the making process to create 3D forms using a range of materials.  Shape materials for a purpose, positioning and joining materials in new ways (tie, bind, stick, fold).  Experiment with combining found objects and recyclable material to create sculpture. |
| **Knowledge of artists** | Describe similarities and differences between practices in Art and design, eg between painting and sculpture, and link these to their own work. | Talk about art they have seen using some appropriate subject vocabulary. Be able to make links between pieces of art. | Use subject vocabulary to describe and compare creative works. Use their own experiences to explain how art works may have been made. |
| **Evaluating and analysing** | Describe and compare features of their own and other’s art work. | Explain their ideas and opinions about their own and other’s art work, giving reasons. Begin to talk about how they could improve their own work. | Confidently explain their ideas and opinions about their own and other’s art work, giving reasons. Use sketchbooks as part of the problem-solving process and make changes to improve their work. |

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|  | **Year 4**  **Mega materials** | **Year 5**  **Interactive installation** | **Year 6**  **Making memories** |
| **Generating ideas** | Generate ideas from a range of stimuli, using research and evaluation of techniques to develop their ideas and plan more purposefully for an outcome. | Develop ideas more independently from their own research. Explore and record their plans, ideas and evaluations to develop their ideas towards an outcome. | Draw upon their experience of creative work and their research to develop their own starting points for creative outcomes. |
| **Sketchbooks** | Use sketchbooks purposefully to improve understanding, develop ideas and plan for an outcome. | Confidently use sketchbooks for purposes including recording observations and research, testing materials and working towards an outcome more independently. | Using a systematic and independent approach, research, test and develop ideas and plans using sketchbooks. |
| **Making skills (including**  **Formal elements)** | Explore how different materials can be shaped and joined, using more complex techniques such as carving and modelling wire.  Show an understanding of appropriate finish and present work to a good standard.  Respond to a stimulus and begin to make choices about materials and techniques used to work in 3D. | Investigate how scale, display location and interactive elements impact 3D art.  Plan a 3D artwork to communicate a concept, developing an idea in 2D into three-dimensions.  Persevere when constructions are challenging and work to problem solve more independently. | Uses personal plans and ideas to design and construct more complex sculptures and 3D forms.  Combine materials and techniques appropriately to fit with ideas.  Confidently problem-solve, edit and refine to create desired effects and end results. |
| **Knowledge of artists** | Use subject vocabulary confidently to describe and compare creative works.  Use their own experiences of techniques and making processes to explain how art works may have been made. | Research and discuss the ideas and approaches of artists across a variety of disciplines, being able to describe how the cultural and historical context may have influenced their creative work. | Describe, interpret and evaluate the work, ideas and processes used by artists across a variety of disciplines, being able to describe how the cultural and historical context may have influenced their creative work. |
| **Evaluating and analysing** | Build a more complex vocabulary when discussing their own and others’ art.  Evaluate their work more regularly and independently during the planning and making process. | Discuss the processes used by themselves and by other artists, and describe the particular outcome achieved.  Use their knowledge of tools, materials and processes to try alternative solutions and make improvements to their work. | Give reasoned evaluations of their own and others work which takes account of context and intention.  Independently use their knowledge of tools, materials and processes to try alternative solutions and make improvements to their work. |

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| **Progression of skills** | **Craft and Design** |

**Craft and design**

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|  | **Year 1**  **Embellishments** | **Year 2**  **Map it out** | **Year 3**  **Ancient Egyptian scrolls** |
| **Generating ideas** | Explore their own ideas using a range of media. | Begin to generate ideas from a wider range of stimuli, exploring different media and techniques. | Generate ideas from a range of stimuli and carry out simple research and evaluation as part of the making process. |
| **Sketchbooks** | Use sketchbooks to explore ideas in an open-ended way. | Experiment in sketchbooks, using drawing to record ideas. Use sketchbooks to help make decisions about what to try out next. | Use sketchbooks for a wider range of purposes, for example recording things using drawing and annotations, planning and taking next steps in a making process. |
| **Making skills**  **(including**  **Formal elements)** | Able to select colours, shapes and materials to suit ideas and purposes.  Design and make something that is imagined or invented.  Begin to develop skills such as measuring materials, cutting, and adding decoration. | Respond to a simple design brief with a range of ideas.  Apply skills in cutting, arranging and joining a range of materials to include card, felt and cellophane.  Follow a plan for a making process, modifying and correcting things and knowing when to seek advice. | Learn a new making technique (paper making) and apply it as part of their own project.  Investigate the history of a craft technique and share that knowledge in a personal way.  Design and make creative work for different purposes, evaluating the success of the techniques used. |
| **Knowledge of artists** | Describe similarities and differences between practices in Art and design, eg between painting and sculpture, and link these to their own work. | Talk about art they have seen using some appropriate subject vocabulary. Be able to make links between pieces of art. | Use subject vocabulary to describe and compare creative works. Use their own experiences to explain how art works may have been made. |
| **Evaluating and analysing** | Describe and compare features of their own and other’s art work. | Explain their ideas and opinions about their own and other’s art work, giving reasons.  Begin to talk about how they could improve their own work. | Confidently explain their ideas and opinions about their own and other’s art work, giving reasons.  Use sketchbooks as part of the  problem-solving process and make changes to improve their work. |

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|  | **Year 4**  **Fabric of nature** | **Year 5**  **Architecture** | **Year 6**  **Photo opportunity** |
| **Generating ideas** | Generate ideas from a range of stimuli, using research and evaluation of techniques to develop their ideas and plan more purposefully for an outcome. | Develop ideas more independently from their own research. Explore and record their plans, ideas and evaluations to develop their ideas towards an outcome. | Draw upon their experience of creative work and their research to develop their own starting points for creative outcomes. |
| **Sketchbooks** | Use sketchbooks purposefully to improve understanding, develop ideas and plan for an outcome. | Confidently use sketchbooks for purposes including recording observations and research, testing materials and working towards an outcome more independently. | Using a systematic and independent approach, research, test and develop ideas and plans using sketchbooks. |
| **Making skills (including**  **Formal elements)** | Learn new making techniques, comparing these and making decisions about which method to use to achieve a particular outcome.  Design and make art for different purposes and begin to consider how this works in creative industries. | Design and make art for different purposes and begin to consider how this works in creative industries e.g. in architecture, magazines, logos, digital media and interior design.  Extend ideas for designs through sketchbook use and research, justifying choices made during the design process. | Develop personal, imaginative responses to a design brief, using sketchbooks and independent research.  Justify choices made during a design process, explaining how the work of creative practitioners have influence their final outcome. |
| **Knowledge of artists** | Use subject vocabulary confidently to describe and compare creative works.  Use their own experiences of techniques and making processes to explain how art works may have been made. | Research and discuss the ideas and approaches of artists across a variety of disciplines, being able to describe how the cultural and historical context may have influenced their creative work. | Describe, interpret and evaluate the work, ideas and processes used by artists across a variety of disciplines, being able to describe how the cultural and historical context may have influenced their creative work. |
| **Evaluating and analysing** | Build a more complex vocabulary when discussing their own and others’ art.  Evaluate their work more regularly and independently during the planning and making process. | Discuss the processes used by themselves and by other artists, and describe the particular outcome achieved.  Use their knowledge of tools, materials and processes to try alternative solutions and make improvements to their work. | Give reasoned evaluations of their own and others work which takes account of context and intention.  Independently use their knowledge of tools, materials and processes to try alternative solutions and make improvements to their work. |

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| **Progression of skills** | **KS1 Formal Elements** |

**KS1 - Formal elements**

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|  | **Year 1** | **Year 2** |
| **Colour** | Know that the primary colours are red, yellow and blue.  Know that primary colours can be mixed to make secondary colours:   * Red + yellow = orange * Yellow + blue = green * Blue + red = purple | Know that different amounts of paint and water can be used to mix hues of secondary colours.  Know that colours can be mixed to ‘match’ real life objects or to create things from your imagination  Know that colour can be used to show how it feels to be in a particular place, eg the seaside |
| **Form** | Know that we can change paper from 2D to 3D by folding, rolling and scrunching it.  To know that three dimensional art is called sculpture. | Know that ‘composition’ means how things are arranged on the page.  Know that pieces of clay can be joined using the ‘scratch and slip’ technique.  Know that a clay surface can be decorated by pressing into it or by joining pieces on. |
| **Shape** | Know a range of 2D shapes and confidently draw these.  Know that paper can be shaped by cutting and folding it. | Know that collage materials can be shaped to represent shapes in an image.  Know that shapes can be organic (natural) and irregular.  Know that shapes can geometric if they have mostly straight lines and angles.  Know that patterns can be made using shapes. |
| **Line** | Know that drawing tools can be used in a variety of ways to create different lines.  Know that lines can represent movement in drawings. | Know that lines can be used to fill shapes, to make outlines and to add detail or pattern. |

**KS2 - Formal el**

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|  | **Year 1** | **Year 2** |
| **Pattern** | Know that a pattern is a design in which shapes, colours or lines are repeated. | Know that surface rubbings can be used to add or make patterns.  Know that drawing techniques such as hatching, scribbling, stippling, and blending can make patterns.  Know that patterns can be used to add detail to an artwork. |
| **Texture** | Know that texture means ‘what something feels like’  Know that different marks can be used to represent the textures of objects  Know that different drawing tools make different marks. | Know that collage materials can be chosen to represent real-life textures.  Know that collage materials can be overlapped and overlaid to add texture.  Know that drawing techniques such as hatching, scribbling, stippling, and blending can create surface texture. |
| **Tone** | Know that ‘tone’ in art means ‘light and dark’.  Know that we can add tone to a drawing by shading and filling a shape. | Know that shading helps make drawn objects look more three dimensional.  Know that different pencil grades make different tones. |

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| **Progression of skills** | **KS2 Formal Elements** |

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|  | **Year 3** | **Year 4** | **Year 5** | **Year 6** |
| **Colour** | Know that using light and dark colours next to each other creates contrast.  Know that paint colours can be mixed using natural substances, and that prehistoric peoples used these paints. | To know that adding black to a colour creates a shade.  To know that adding white to a colour creates a tint. | To know that artists use colour to create an atmosphere or to represent feelings in an artwork, for example by using warm or cool colours. | To know that a ‘monochromatic’ artwork uses tints and shades of just one colour.  To know that colours can be symbolic and have meanings that vary according to your culture or background, eg red for danger or for celebration. |
| **Form** | To know that three dimensional forms are either organic (natural) or geometric (mathematical shapes, like a cube).  To know that organic forms can be abstract. | To know that using lighter and darker tints and shades of a colour can create a 3D effect.  Know that simple 3D forms can be made by creating layers, by folding and rolling materials. | To know that an art installation is often a room or environment in which the viewer ‘experiences’ the art all around them.  To know that the size and scale of three-dimensional art work changes the effect of the piece. | To know that the surface textures created by different materials can help suggest form in two-dimensional art work. |
| **Shape** | To know that negative shapes show the space around and between objects. | To know how to use basic shapes to form more complex shapes and patterns. | To know that a silhouette is a shape filled with a solid flat colour that represents an object. | To know how an understanding of shape and space can support creating effective composition. |
| **Line** | To know that different drawing tools can create different types of lines. | To know that lines can be lighter or darker, or thicker or thinner and that this can add expression or movement to a drawing. | To know that lines can be used by artists to control what the viewer looks at within a composition, eg by using diagonal lines to draw your eye into the centre of a drawing. | To know how line is used beyond drawing and can be applied to other art forms. |

**KS2 - Formal elements**

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|  | **Year 3** | **Year 4** | **Year 5** | **Year 6** |
| **Pattern** | To know that pattern can be man-made (like a printed wallpaper) or natural (like a giraffe’s skin).  To know that the starting point for a repeating pattern is called a motif, and a motif can be arranged in different ways to make varied patterns. | To know that symmetry can be used to create repeating patterns.  To know that patterns can be irregular, and change in ways you wouldn’t expect. | To know that artists create pattern to add expressive detail to art works, for example Chila Kumari Singh Burman using small everyday objects to add detail to sculptures. | To know that pattern can be created in many different ways, eg in the rhythm of brushstrokes in a painting (like the work of van Gogh) or in repeated shapes within a composition. |
| **Texture** | To know that texture in an artwork can be real (what the surface actually feels like) or a surface can be made to appear textured, as in a drawing using shading to recreate a fluffy object. | To know how to use texture more purposely to achieve a specific effect or to replicate a natural surface. | To know how to create texture on different materials. | To know that applying thick layers of paint to a surface is called impasto, and is used by artists such as Claude Monet to describe texture. |
| **Tone** | To know some basic rules for shading when drawing, eg shade in one direction, blending tones smoothly and with no gaps.  To know that shading is used to create different tones in an artwork and can include hatching, cross-hatching, scribbling and stippling. | To know that using lighter and darker tints and shades of a colour can create a 3D effect.  To know that tone can be used to create contrast in an artwork. | To know that tone can help show the foreground and background in an artwork. | To know that chiaroscuro means  ‘light and dark’ and is a term used to describe high-contrast images. |

**KS1 - Formal elements**