

Progression Grid

Summercourt Academy **ART**

*In addition, please see EYFS Progression grids.



Key Skills
 Painting and use of materials
 Artistic Expression
 Effective art techniques
 Knowledge of Artists

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Materials	<p>Explore and understand the impact of materials including hard and soft pencils, wet and dry paper, paint and ink.</p> <p>Use a range of textile for a collage picture.</p> <p>Malleable materials.</p>	<p>Introduce chalk and pastels alongside other drawing materials to broaden range of drawing techniques.</p> <p>Work with a range of paints including powder, ready mix and block.</p> <p>Oil pastels.</p> <p>Malleable materials.</p>	<p>Introduce sculpture materials including clay and tools to create decorations on clay including engravers and embossing tools.</p> <p>Different pencils for different purpose and effects.</p> <p>Combine materials and give reasons for choices.</p>	<p>Begin to experiment with different tools for line drawing.</p> <p>Create and make designs with applique onto fabric. Use a range of textile equipment including beads and fabric/thread for sewing.</p> <p>Decorate fabric using different materials to finish.</p> <p>Introduce tints and stains to paint work. Use more hardwearing materials (card, cardboard, wood) for creating 3D structures.</p>	<p>Experiment with working on different surfaces.</p> <p>Simple dyeing techniques including tie dying, and printing.</p> <p>Different textures (laminating, modroc, collage.)</p> <p>Natural materials to create sculptures.</p> <p>Acrylic paints. Charcoal.</p>	<p>Explore materials to create sculptures (modroc, clay, natural materials, household object, chicken wire.)</p> <p>Different textures and consistencies of paint.</p> <p>Collaborative work. Large-scale drawings and paintings. Large-scale models and sculpture.</p> <p>Art in public sphere.</p>
Expression and Imagination	<p>Create Art from imagination.</p> <p>Create a piece of Art that is responding to an experience.</p> <p>Begin to look at different artists' work and attempt</p>	<p>Respond to a range of stimuli.</p> <p>Begin to give reasons for choice of materials and colours.</p> <p>Begin to draw what is in front of them.</p>	<p>Respond to the work of others and say how it makes them feel or think and give reasons as to why.</p> <p>Begin to use a sketchbook for practice and to show development of their own ideas and to explore</p>	<p>Talk about their intention and how they wanted their audience to feel or think.</p> <p>Continue to use art as a tool in other curricular areas eg: RE or Literacy. As a response to work or</p>	<p>Use Art to express an emotion. Why have they chosen the materials and techniques that they have?</p> <p>Begin to build up a portfolio of their work.</p>	<p>Use Art to express an abstract concept e.g war, love, creation.</p> <p>Continue to use their sketchbooks to build up ideas and techniques that support thinking through a topic or concept.</p>

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	own interpretations of the style and technique.		technique and composition.	as a starting point to learning.		Continue with their portfolios.
Techniques	<p>Explore line and mark making in different ways.</p> <p>Work with a variety of different brushes.</p> <p>Colour mixing. Use a range of tools (sponges, fabric) to begin to experiment with texture.</p> <p>Manipulating clay using fingers and tools.</p>	<p>Practise a variety of methods for dyeing material.</p> <p>Explore shading with a pencil.</p> <p>Creating light and dark colours by tinting.</p> <p>Explore pattern through printing and stamping.</p> <p>Create work using natural materials to develop skills on texture.</p>	<p>Manipulating clay using fingers and tools.</p> <p>Decoration techniques such as embossing, engraving and imprinting.</p> <p>Variety of stitching techniques (running, stabbing) Draw outlines with reference to size and shape.</p>	<p>Mixing tertiary colours (browns, neutrals, flesh.)</p> <p>Build up painting techniques (resist work, layering, and scraping.)</p> <p>Threading and using a needle to create a stitch.</p> <p>Use pencils and penwork to create tone and shade and intricate marks when drawing.</p> <p>Use joining techniques such as slotting, tying, pinning and sewing when creating 3D structures.</p>	<p>Use drawing techniques to introduce perspective. (Drawing from above and below, near/far.)</p> <p>Continue to experiment with the techniques of different artists.</p> <p>Practice skills to create different surfaces.</p> <p>Develop sculpture techniques by manipulating natural materials to create a structure.</p>	<p>Use viewfinders and perspective techniques in composition.</p> <p>Apply paint to show textures.</p> <p>‘Limited palette’ work. Working with one colour and developing work using tints and shades.</p> <p>Construct scale models using joining and drawing techniques.</p> <p>Combine techniques and give reasons for choices.</p>
Artists	<p>Explore a range of work by other artists, craft makers and designers.</p> <p>Be able to give their opinion and say why they like/dislike the work of other artists.</p> <p>Use a piece of artwork as a starting point for their own work.</p>	<p>Continue to explore and be exposed to work by other artists and designers.</p> <p>Be able to describe the similarities and differences between pieces of work by other artists.</p> <p>Work alongside an artist in order to make links to their own work.</p>	<p>Begin to research great artists and designers through time.</p> <p>Begin to include elements of other artists work in their own.</p> <p>To look at artists through history, contemporary artists, designers and architects and begin to form opinions about the variety of work. Be able to appraise the work of other artists and designers and architects,</p>	<p>Begin to develop an understanding of the work of an architect to tie in with work on 3D structures and sculptures.</p> <p>Have an in-depth knowledge of one famous artist in time and be able to link their own work to them.</p> <p>Be exposed to great pieces of art and craftsmanship through visits, visitors and experiences.</p>	<p>Use the work of a famous artist as a stimulus for their own work.</p> <p>Use other artists work as a basis for critique.</p> <p>Research and develop the techniques of other artists to use in own work.</p> <p>Be introduced to the work of great designers through history.</p> <p>Continue to critique their own work and begin to</p>	<p>Have an in-depth knowledge of the work of an architect and choose a style to emulate in constructing a scale model.</p> <p>Be able to identify and appraise the work of designers through history.</p> <p>Work towards a portfolio of work of which they are proud, giving reasons for their choices, and areas in which they would like to develop.</p>

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			and to say how their work links to their own.	Begin to critique their own and others' work alongside set criteria.	build a portfolio of work about which they can talk confidently.	Work in the environment or for a particular role (eg: in hospitals, parks, school playgrounds). Look at real-life art in situ (such as the The Angel of the North; Anish Kapoor; Grayson Perry; M5 'Wicker Man'; London Olympics Opening Ceremony)
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