

Art Progression Document

Learning in EYFS: Art

This part of the document demonstrates which statements from the 2020 Development Matters are prerequisite skills for Art within the national curriculum. The table below outlines the most relevant statements taken from the Early Learning Goals in the EYFS statutory framework and the Development Matters age ranges for Three and Four-Year-Olds and Reception to match the programme of study for Art.

Year Group	National Curriculum	Sticky Knowledge/ End Points	Vocabulary	Golden Threads & Skills
Three and Four- Year- Olds (Nursery)	Physical Development	 Non-statutory guidance Statements taken from Development Matters (2020) as pre-requisite skills in art in preparation for access to the National Curriculum Use large-muscle movements to wave flags and streamers, paint and make marks. Choose the right resources to carry out their own plan. Use one-handed tools and equipment, for example, making snips in paper with scissors. Use a comfortable grip with good control when holding pens and pencils. 	Design, construct, build, make, tape, glue, stick, picture, paint, pencil, felt pen, patterns, shape, print, junk model, rainbow, colour	Nursery Autumn termDesigning houses and constructingJoining MaterialsCake BakingMaking Gifts/ toysNursery Spring termMy favourite toy painting.Observational drawings of an old teddy bear or toy.Design posters for class toy shop.Print patterns using toy shapes.Observational flower drawingsFruit/ Veg paint printingNature pictures- Transient Art
	Expressive Arts and Design	 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. Create closed shapes with continuous lines, and begin to use these shapes to represent objects. 		Nursery Summer term Paper mache creatures using paint and other junk modelling items. Mini-beats collage and art. Underwater scene Shiny rainbow fish art



		 Draw with increasing complexity and detail, such as representing a face with a circle and including details. Use drawing to represent ideas like movement or loud noises. Show different emotions in their drawings and paintings, like happiness, sadness, fear, etc. Explore colour and colour mixing. 		
Reception	Physical Development	 Develop their small motor skills so that they can use a range of tools competently, safely and confidently. Use their core muscle strength to achieve a good posture when sitting at a table or sitting on the floor. Develop overall body-strength, balance, coordination and agility. 	Self-portrait, mix, colour, paint, design, pattern, pencil, pen, paint, shade, Van Gogh, Starry Night, pastels, tools, clay, mould, imprint, collage, materials, natural, man-made	Reception Autumn term Self portraits using pencils & paint Colour mixing – paint hands to mix colours and print Observational drawing of leaves Design a superhero spoon puppet Diwali patterns Christmas art
	Expressive Arts and Design	 Statutory – ELG (Fine-motor skills) Hold a pencil effectively in preparation for fluent writing - using the tripod grip in almost all cases. Use a range of small tools, including scissors, paintbrushes and cutlery. Begin to show accuracy and care when drawing. Explore, use and refine a variety of artistic effects to 		Reception Spring term Colour mix block paints to create different shades to paint planets Explore the work of Vincent Van Gogh's Starry Night and use to reproduce own examples using a combination of media. Investigate using pastels to create a planet. Use seashells, pebbles, stones and other natural objects; pencils, clay tools, bottle tops and other manmade objects to make impressions in clay
		 express their ideas and feelings. Return to and build on their previous learning, refining ideas and developing their ability to represent them. Create collaboratively, sharing ideas, resources and skills. Statutory – ELG (Creating with materials) 		Reception Summer term Use a variety of seeds to make a collage of 'Sunflowers' by Van Gogh. Observational drawing of flowers Show children how to thicken paint by adding flour and then apply the paint using fingers or lolly sticks to produce paintings in the style of Van Gogh. Transient art using natural materials



- Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.
 Share their creations, explaining the process they
 - Share their creations, explaining the process they have used.



At Eppleton Academy Primary School, Art and Design is broken into 5 big ideas which are intertwined in all areas of learning. These include developing 'making skills', 'knowledge of artists', 'evaluate and analyse'. Together these come together to enable pupils to 'generate ideas' and 'use sketchbooks' to develop their own artistic identity.

Year Group	National Curriculum	Sticky Knowledge/ End Points	Vocabulary	Golden Threads & Skills.
Y1	 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 	Drawing – Make your mark Developing observational drawing skills when explorating mark-making . Children use a range of tools, investigating how texture can be created in drawings. Apply skills to a collaborative piece using music as a stimulus and investigate artists Bridget Riley and Zaria Forman.	Drawing continuous, irregular, geometric, horizontal, line, mark making, observation, overlap, regular, texture, vertical	 Drawing Hold and use drawing tools in different ways to create different lines and marks. Create marks by responding to different stimulus such as music. Overlap shapes to create new ones. Use mark making to replicate texture. Look carefully to make an observational drawing. Complete a continuous line drawing.
	 To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space 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 	Painting and Mixed Media – Colour Splash Explore colour mixing through paint play, use a range of tools and work on different surfaces. Create paintings inspired by Clarice Cliff and Jasper Johns.	Painting and Mixed Media blend, colour, mix, pattern, print, primary colour, secondary colour, shade, shape, texture.	 Painting and Mixed Media Combine primary coloured materials to make secondary colours. Mix secondary colours in paint. Choose suitable sized paint brushes. Clean a paintbrush to change colours. Print with objects, applying a suitable layer of paint to the printing surface. Overlap paint to mix new colours. Use blowing to create a paint effect. Make a paint colour darker or lighter (creating shades) in different ways eg. adding water, adding a lighter colour.
		Sculpture and 3D – Paper Play Create simple three dimensional shapes and structures using familiar materials, develop skills in manipulating paper and card. Fold, roll and scrunch materials to make their own sculpture inspired by the 'Tree of life' screen at the Sidi Saiyyed Mosque. Make a collaborative sculptural piece based on the art of Louise Bourgeois.	Sculpture and 3D cylinder, roll, scrunch, sculpture, spiral, two- dimensional, three- dimensional, fold, zig-zag	 Sculpture and 3D Roll and fold paper. Cut shapes from paper and card. Cut and glue paper to make 3D structures. Decide the best way to glue something. Create a variety of shapes in paper, eg spiral, zig-zag. Make larger structures using newspaper rolls.



		Craft and Design – Woven Wonders Learning fibre art skills such as plaiting, threading, knotting and weaving to create three-dimensional woven artworks inspired by artist Cecilia Vicuña.	Craft and Design art, artist craft, cut ,knot, measure, plait, thread, weave, warp, weft, wool, wrap	 Craft and Design Wrap objects/shapes with wool. Measure a length. Tie a knot, thread and plait. Make a box loom. Join using knots. Weave with paper on a paper loom. Weave using a combination of materials.
Y2	 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, 	Drawing – Tell a story Use storybook illustration as a stimulus, to develop mark making skills to explore a wider range of tools and experiment with creating patterned surfaces to add texture and detail to drawings.	Drawing charcoal, cross hatching, scribbling, concertina, expression, stippling, illustration, illustrator	 Drawing Use different materials and marks to replicate texture. Manipulate materials and surfaces to create textures. Eg scratching with tools or blending with fingers. Use marks and lines to show expression on faces. Make a concertina book. Use drawing to tell a story. Use charcoal to avoid snapping and to achieve different types of lines. Use drawing pens.
	 shape, form and space 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 	Painting and Mixed Media – Life in Colour Take inspiration from the collage work of artist Romare Bearden, consolidate knowledge of colour mixing and create textures in paint using different tools. Create own painted paper in the style of Bearden and use it in a collage, linked to a theme suited to their topic or classwork.	Painting and Mixed Media collage, composition, detail, mix, overlap, primary colour, secondary colour, shade, surface,texture	 Painting and Mixed Media Mix a variety of shades of a secondary colour. Make choices about amounts of paint to use when mixing a particular colour. Match colours seen around them. Create texture using different painting tools. Make textured paper to use in a collage. Choose and shape collage materials eg cutting, tearing. Compose a collage, arranging and overlapping pieces for contrast and effect. Add painted detail to a collage to enhance/improve it.
		Sculpture and 3D – Clay Houses Develop the ability to work with clay, learn how to create simple thumb pots then explore the work of sculptor Rachel Whiteread and apply her ideas in a final piece that uses techniques such as cutting, shaping, joining and impressing into clay.	Sculpture and 3D clay, clay slip, pinch pot, relief, score, surface	 Sculpture and 3D Smooth and flatten clay. Roll clay into a cylinder or ball. Make different surface marks in clay. Make a clay pinch pot. Mix clay slip using clay and water. Join two clay pieces using slip. Make a relief clay sculpture.



		Craft and Design – Map it out Respond to a design brief, create a piece of art that represents their local area using a map as their stimulus. Learn three techniques for working creatively with materials and at the end of the project, evaluate their design ideas, choosing the best to meet the brief.	Craft and Design abstract, composition, felt, fibre, ink, printing tile, printing roller, negative print, stained glass	 Use hands in different ways as a tool to manipulate clay. Use clay tools to score clay. Craft and Design Draw a map to illustrate a journey. Separate wool fibres ready to make felt. Lay wool fibres in opposite directions to make felt. Roll and squeeze the felt to make the fibres stick together. Add details to felt by twisting small amounts of wool. Choose which parts of their drawn map to represent in their 'stained glass'. Overlap cellophane/tissue to create new colours. Draw a design onto a printing polystyrene tile without pushing the pencil right through the surface. Apply paint or ink using a printing roller. Smooth a printing tile evenly to transfer an image. Try out a variety of ideas for adapting prints into 2D or 3D artworks.
Y3	 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 	Drawing – Growing Artists Using botanical drawings and scientific plant studies as inspiration, pupils explore the techniques of artists such as Georgia O'Keefe and Maud Purdy to draw natural forms, becoming aware of differences in the choice of drawing medium, scale and the way tonal shading can help create form. Painting and Mixed Media – Pre-historic painting Investigating making their own paints, making tools and painting on different surfaces, the children explore prehistoric art.	Drawing abstract, botanical, composition, geometric, organic, scale, shading, texture, tone. Painting and Mixed Media charcoal, drawing, medium, negative image, pigment, positive image, prehistoric, proportion, scale up, smudging, stone age.	 Drawing Use shapes identified within in objects as a method to draw. Create tone by shading. Achieve even tones when shading. Make texture rubbings. Create art from textured paper. Hold and use a pencil to shade. Tear and shape paper. Use paper shapes to create a drawing. Use drawing tools to take a rubbing. Painting and Mixed Media Use simple shapes to scale up a drawing to make it bigger. Make a cave wall surface. Paint on a rough surface. Make a negative and positive image. Create a textured background using charcoal and chalk. Use natural objects to make tools to paint with. Make natural paints using natural materials. Create different textures using different parts of a brush.



				• Use colour mixing to make natural colours.
		 Sculpture and 3D – Abstract shape and space Explore how shapes and negative spaces can be represented by three dimensional forms. Manipulate a range of materials, learn ways to join and create free-standing structures inspired by the work of Anthony Caro and Ruth Asawa. Craft and Design – Ancient Egyptian scrolls Learn about the way colour, scale and pattern influenced ancient Egyptian art, cexplore the technique of papermaking to create a papyrus-style scroll, extend ideas to create a modern response by designing a 'zine'. 	Sculpture and 3D concertina, join, negative space, positive space, sculptor, slot, structure, tabs Craft and Design ancient, colour, composition, Egyptian, imagery, papyrus, pattern, scroll, technique, zine	 Sculpture and 3D Join 2D shapes to make a 3D form. Join larger pieces of materials, exploring what gives 3D shapes stability. Shape card in different ways eg. rolling, folding and choose the best way to recreate a drawn idea. Identify and draw negative spaces. Plan a sculpture by drawing. Choose materials to scale up an idea. Create different joins in card eg. slot, tabs, wrapping. Add surface detail to a sculpture using colour or texture. Display sculpture. Craft and Design Use a sketchbook to research a subject using different techniques and materials to present ideas. Construct a new paper material using paper, water and glue Use symbols to reflect both literal and figurative ideas. Produce and select an effective final design. Make a scroll. Make a zine and use a zine to present information.
Y4	 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] 	Drawing – Power Prints Using everyday electrical items as a starting point, develop an awareness of composition in drawing and combine media for effect when developing a drawing into a print.	Drawing block print, contrast, cross- hatching, collage, collaborate, composition, gradient, hatching, highlight, observational drawing, pattern, printmaking, proportion, shading, shadow, symmetry, tone, three- dimensional, wax-resist	 Drawing Use pencils of different grades to shade and add tone. Hold a pencil with varying pressure to create different marks. Use observation and sketch objects quickly. Draw objects in proportion to each other. Use charcoal and a rubber to draw tone. Use scissors and paper as a method to 'draw'. Make choices about arranging cut elements to create a composition. Create a wax resist background. Use different tools to scratch into a painted surface to add contrast and pattern. Choose a section of a drawing to recreate as a print. Create a monoprint.



 About great artists, Painting and Mixed Media – Light and Dark Description output mining skills, suing shades and tints to show from and creat three dimensions when painting. Learn about there in the shades of a colour to create a 3D effect shadow, still life, stipping, shade, shadow, still life, stipping, and hade shade shade				
Instoryform and create three dimensions when painting. Learn about composition and plan own still life to paint, applying chosen tachniques.pointilition, proportion, shade, shadow, still life, stipping, tin, tone, washesuse this and shades of a clour to create a 3D effect when painting. Apply paint using different techniques eg. stipping, dabbing, washing. Choose suitable painting tools. Arrange objects to create a still life composition. Plan a painting tools dupment independently, making choices about tools and materials.Sculpture and 3D – Mega Materials Explore the way different materials can be shaped and joined, learning about techniques used by aritists as diverse as Barbara Hepworth and Sokari Douglas-Camp and creating own sculptures.Sculpture and 3D – Mega Materials Explore the way different materials can be shaped and joined, learning about techniques used by aritists as diverse as Barbara Hepworth and Sokari Douglas-Camp and creating own sculptures.Sculpture and 3D – Composition and treating own sculptures.Sculpture and 3D – (Supta star to draw 3D objects on a large scale. Sculpture and SD objects on a large scale. Sculptures.Craft and Design – Fabric of nature Use for an and from to for a dama of tropical rainforests as a starting point, develop drawings through experimentation and testle-based techniques to a design a repeating pattern suitable for fabricCraft and Design design, industry, pattern, repeat, themeCraft and Design dawing.Craft and Design dawing.Craft and Design dawing. Sculpture and drawings. Sculpture to a dawings. Select imagery and drawings to scalpase and pattern 	• About great artists,			
Inscrycomposition and plan own still life to paint, applying chosen techniques.shadow, still life, stippling, tint, tone, washeswhen painting.InscryLechniques.when painting.Apply paint using different techniques eg. stippling, dbbing, woshingSculpture and 3D – Mega Materials Explore the way different materials can be shaped and joined, learning about techniques used by artists as diverse as Barbera Hepworth and Sokari Douglas-Camp and creating own sculptures.Sculpture and 3D - Mega Materials Explore the way different materials can be shaped and joined, learning about techniques used by artists as diverse as Barbera Hepworth and Sokari Douglas-Camp and creating own sculptures.Sculpture and 3D - Use their arm to draw 3D objects on a large scale. - Sculpt comp and creating own sculptures.Craft and Design – Fabric of nature Using flora and fauna of tropical rainforests as a starting point, develop drawing through experimentation and textle-baset techniques to a design a repeating pattern suitable for fabricCraft and Design tail, colum paletter, craft, design project. To you different ways to dispisy a 3D piece and choose the most effective.Craft and Design – Fabric of nature Using flora and fuma of tropical rainforests as a starting point, develop drawing through experimentation and textle-baset techniques to a design a repeating pattern suitable for fabricCraft and Design tail, colum paletter, craft, design policy or and drawings.Craft and Design tails or nake 3D artwork. To you different ways to dispisy a 3D piece and choose the most effective.Craft and Design – Fabric of nature Using flora and fuma of tropical rainforests as a starting point, techniques to a design a repeating pattern	architects and designers in			 Mix a tint and a shade by adding black or white.
Soulpture and 3D - Mega MaterialsSoulpture and	history			 Use tints and shades of a colour to create a 3D effect
Sculpture and 30 – Mega MaterialsSculpture and 30 – Mega MaterialsSculpture and 30 – Mega MaterialsExplore the way different materials can be shaped and joined, leaving about techniques used by artists as diverse as barbars a heyworth and Sokari Douglas-Camp and creating own sculptures.Sculpture and 30 - Use their arm to draw 30 objects on a large scale. - Sculpture and 30 - Use their arm to draw 30 objects on a large scale. - Sculpture and 30 - Use their arm to draw 30 objects on a large scale. - Sculpture and 30 - Use their arm to draw 30 objects on a large scale. - Sculpture and 30 - Use their arm to draw 30 objects on a large scale. - Sculpture and 30 - Use their arms of arw 30 objects on a large scale. - Sculptures.Creat and Design – Fabric of nature Using flora and fauna of tropical rainforests as a starting point, develop drawings through experimentation and textile-based techniques to a design a repeating pattern suitable for fabricCraft and Design - Fabric of nature Using flora and fauna of tropical rainforests as a starting point, develop drawings through experimentation and textile-based techniques to a design a repeating pattern suitable for fabricCraft and Design - Select Imagery and use as inspiration for a design project. - To know how to make a maced board. - Recognise a theme and develop oclour paletters using selected Imagery and drawings. - Select Imagery and drawings into shapes and pattern for design. - Transfer a design using a tracing method. - Make a repeating pattern tile using cut and torn paper shapes.	,			
 Craft and Design – Fabric of nature Craft and Design – Fabric of nature Using flora and fauna of tropical rainforests as a starting point, develop drawings through experimentation and textle-based techniques to a design a repeating pattern suitable for fabric Craft and Design – Fabric of nature Distic, colour pale		techniques.	tone, washes	
Sculpture and 3D - Mega MaterialsSculpture and 3D - Mega MaterialsSculpture and 3DExplore the way different materials can be shaped and joined, leming about techniques used by arisks as diverse as Barbara Hepworth and Sokari Douglas-Camp and creating own sculptures.Sculpture and 3D carving, ceramics, construct, form, found objects, modelling organic shape, scaleSculpture and 3D use their arm to draw 3D objects on a large scale. Sculpt scap from a draw design. Sculpt scap from a draw design a draw design a draw design a draw design				
 Sculpture and 3D - Mega Materials Explore the way different materials can be shaped and joined, learning about techniques used by artists as diverse as Barbar Repworth and Sokari Douglas-Camp and creating own sculptures. Sculpture and 3D - Mega Materials Explore the way different materials can be shaped and joined, learning about techniques used by artists as diverse as Barbar sculptures. Sculpture and 3D - Mega Materials Explore the way different materials can be shaped and joined, learning about techniques used by artists as diverse as Barbar sculptures. Sculpture and 3D Sculpture and 3D Use their arm to draw 3D objects on a large scale. Sculpture and 3D Sculpture and 3D				
 Sculpture and 3D - Mega Materials Explore the way different materials can be shaped and joined, Explore the way different materials can be shaped and joined, Explore the way different materials can be shaped and joined, Explore the way different materials can be shaped and joined, earning, caramics, construct, organic shape, scale Sculpture and 3D Use their arm to draw 3D objects on a large scale. Sculptures. Sculptures and SD Sculpture and 3D Use their arm to draw 3D objects on a large scale. Sculptures. Sculptures. Sculpture and 3D Sculpture and 3D Sculptures. Sculpture and 3D Sculpture and Scale Sc				
Sculpture and 3D - Mega Materials Explore the way different materials can be shaped and joined, learning about techniques used by artists as diverse as Barbara sculptures.Sculpture and 3D carving, ceramics, construct, form, found objects, modellin, iorganic shape, scaleSculpture and 3D · Use their arm to draw 3D objects on a large scale. · Such to arm draw 1 doing a drawn design. · Sonot the surface of scap using water when carving, · Join wite to make shapes by twisting and looping pieces togganic shape, scaleSculpture and 3D · Use their arm to draw 3D objects on a large scale. · Such scap tomake shapes by twisting and looping pieces · Sonot the surface of scap using water when carving. · Join wite to make shapes by twisting and looping pieces · toreate a neat line in wire by cutting and twisting the end onto the main piece.Using flora and fauna of tropical rainforests as a starting point, develop drawings through experimentation and textile-based techniques to a design a repeating pattern suitable for fabricCraft and Design batik, colour paletter, craft, design, industry, pattern, repeat, themeCraft and Design · Select imagery and use as inspiration for a design project. · To know how to make a modo board. · Recognise a theme and develop colour palettes using select dimagery and davings. · Draw small sections of one linage to docs on colours and texture. · Develop observational drawings into shapes and pattern rof of design. · Draw small sections of ne linage to docs on colours and texture.Vising flora and fauna of tropical rainforest as a starting point, develop drawings into shapes and pattern of design. · Draw small sections of one linage to docs on colours and texture.Vising flora and fauna of tropical rainforest ases a starting point, develop dra				
Sculpture and 3D - Mega Materials Explore the way different materials can be shaped and joined, learning about techniques used by artists as diverse as Barbara Hepworth and Sokari Douglas-Camp and creating own sculptures.Sculpture and 3D carving, carramics, construct, form, found objects, modelling, organic shape, scaleUse their arm to draw 3D objects on a large scale. Sculpt scape from a drawn design. Sculpture and 3D using strong the surface of scap using water when carving. Join wire to make shapes by twisting and looping pieces together.Craft and Design - Fabric of nature Using flora and fauna of tropical rainforests as a starting point, develop drawings through experimentation and textile-based techniques to a design a repeating pattern suitable for fabric.Craft and Design techniques to a design a repeating pattern suitable for fabric.Craft and Design techniques to a design a repeating pattern suitable for fabric.Craft and Design techniques to a design a repeating pattern suitable for fabric.Craft and Design techniques to a design a repeating pattern suitable for fabric.Craft and Design techniques to a design a repeating pattern suitable for fabric.Craft and Design techniques to a design a repeating pattern suitable for fabric.Craft and Design techniques to a design a repeating pattern suitable for fabric.Craft and Design techniques trip and drawings. techniques to a design a repeating pattern suitable for fabric.Using flore and fauna function and textule-based techniques to a design a repeating pattern suitable for fabric.Craft and Design techniques to a design a repeating pattern suitable for fabric.Craft and Design techniques techniques techniques techniques techniques techniques techniques technique technique technique technique technique				
 Explore the way different materials can be shaped and joined, learning about techniques used by artists as diverse as Barbara Heyworth and Sokari Douglas-Camp and creating own sculptures. Craft and Design – Fabric of nature Using flora and fauna of tropical rainforests as a starting pattern suitable for fabric techniques to a design a repeating pattern suitable for fabric. Craft and Design – Fabric of nature Using flora and fauna of tropical rainforests as a starting pattern suitable for fabric. Craft and Design – Fabric of nature Using flora and fauna of tropical rainforests as a starting pattern suitable for fabric. Craft and Design – Fabric of nature Using flora and fauna of tropical rainforests as a starting pattern suitable for fabric. Craft and Design – Fabric of nature Using flora and fauna of tropical rainforests as a starting pattern suitable for fabric. Craft and Design – Fabric of nature Using flora and fauna of tropical rainforests as a starting pattern suitable for fabric. Craft and Design – Fabric of nature Using flora and fauna of tropical rainforests as a starting pattern suitable for fabric. Craft and Design – Fabric of nature Using flora and fauna of tropical rainforests as a starting pattern suitable for fabric. Craft and Design – Fabric of nature techniques to a design a repeating pattern suitable for fabric. Craft and Design – Fabric of nature techniques to a design a repeating pattern suitable for fabric. Draw small sections of one image to docs on colours and texture. Develop Observational drawings into shapes and pattern for design. Transfer a design using a tracing method. Make a repeating pattern tile using cut and torn paper shapes. Use glue as an alternative batik technique to create 				Sculpture and 3D
 learning about techniques used by artists as diverse as Barbara Hepworth and Sokari Douglas-Camp and creating own sculptures. form, found objects, modelling, organic shape, scale form, found objects, modelling, organic shape, scale ismost the surface of soap using water when carving. ismost the surface of soap using water when carving. ismost the surface of soap using water when carving. ismost the surface of soap using water when carving. ismost the surface of soap using water when carving. ismost the surface of soap using water when carving. ismost the surface of soap using water when carving. ismost the surface of soap using water when carving. ismost the surface of soap using water when carving. ismost the surface of soap using water when carving. ismost the surface of soap using water when carving. ismost the surface of soap using water when carving. ismost the surface of soap using water when carving. ismost the surface of soap using water when carving. ismost the surface of soap using water when carving. ismost the surface of soap using water when carving. ismost the surface of soap using water when carving. is support the surface of soap using water when carving. ismost the surface of soap using water when carving. is support the surface of soap using water when carving. is support to make 3D attwork eg. is support to make 3D attwork. is out as a support to make 3D attwork. is the surface of soap using at support to a design project. is the surface of soap using at support to a design project. is the surface of soap using a tracing method. is gue as an alternative batik technique to create 				
Hepworth and Sokari Douglas-Camp and creating own sculptures.organic shape, scaleIn Moor the sufface of solp using water when tailing. Join wire by cutting and looping pieces together.Craft and Design – Fabric of nature Using flora and fauna of tropical rainforests as a starting point, develop drawings through experimentation and textile-based techniques to a design a repeating pattern suitable for fabricCraft and Design batik, colour palette, craft, design, industry, pattern, repeat, themeCraft and Design 				
 Sculptures. Craft and Design – Fabric of nature Using flora and fauna of tropical rainforests as a starting point, develop drawings through experimentation and textile-based techniques to a design a repeating pattern suitable for fabric Craft and Design – Fabric of nature Using flora and fauna of tropical rainforests as a starting point, develop drawings through experimentation and textile-based techniques to a design a repeating pattern suitable for fabric Craft and Design – Fabric of nature Using flora and fauna of tropical rainforests as a starting point, develop drawings through experimentation and textile-based techniques to a design a repeating pattern suitable for fabric Craft and Design – Fabric of nature using the experimentation and textile-based techniques to a design a repeating pattern suitable for fabric Develop observational drawings. Draw small sections of one image to docs on colours and texture. Develop observational drawings into shapes and pattern for design. Transfer a design using a tracing method. Make a repeating pattern tile using cut and torn paper shapes. Use gue as an alternative batik technique to create 				
 Craft and Design – Fabric of nature Using flora and fauna of tropical rainforests as a starting point, develop drawings through experimentation and textile-based techniques to a design a repeating pattern suitable for fabric Craft and Design Craft and Design Craft and Design			organie snape, seare	
 Use a range of materials to make 3D artwork eg. manipulate light to make 3D artwork, use recycled materials to make 3D artwork. Try out different ways to display a 3D piece and choose the most effective. Craft and Design – Fabric of nature Using flora and fauna of tropical rainforests as a starting point, develop drawings through experimentation and textile-based techniques to a design a repeating pattern suitable for fabric Craft and Design – Fabric of nature Using flora and fauna of tropical rainforests as a starting point, develop drawings through experimentation and textile-based techniques to a design a repeating pattern suitable for fabric Try out different ways and bard. Select imagery and use as inspiration for a design project. To know how to make a mood board. Recognise a theme and develop colour palettes using selected imagery and drawings. Draw small sections of one image to docs on colours and texture. Develop observational drawings into shapes and pattern for design. Transfer a design using a tracing method. Make a repeating pattern tile using cut and torn paper shapes. Use glue as an alternative batik technique to create 				,
Craft and Design - Fabric of natureCraft and Design - Fabric of natureCraft and DesignSelect imagery and use as inspiration for a design project.Using flora and fauna of tropical rainforests as a starting point, develop drawings through experimentation and textile-based techniques to a design a repeating pattern suitable for fabricCraft and Design batik, colour palette, craft, design, industry, pattern, repeat, themeCraft and Design • Select imagery and use as inspiration for a design project. • To know how to make a mood board. • Recognise a theme and develop colour palettes using selected imagery and drawings. • Draw small sections of one image to docs on colours and texture. • Develop observational drawings into shapes and pattern for design. • Transfer a design using a tracing method. • Make a repeating pattern tile using cut and torn paper shapes. • Use glue as an alternative batik technique to create				
 Craft and Design – Fabric of nature Using flora and fauna of tropical rainforests as a starting point, develop drawings through experimentation and textile-based techniques to a design a repeating pattern suitable for fabric Craft and Design Craft and Design Select imagery and use as inspiration for a design project. To know how to make a mood board. Recognise a theme and develop colour palettes using selected imagery and drawings. Develop observational drawings into shapes and pattern for design. Transfer a design using a tracing method. Make a repeating pattern tile using cut and torn paper shapes. Use glue as an alternative batik technique to create 				manipulate light to make shadow sculpture, use recycled
 Craft and Design – Fabric of nature Using flora and fauna of tropical rainforests as a starting point, develop drawings through experimentation and textile-based techniques to a design a repeating pattern suitable for fabric Craft and Design Select imagery and use as inspiration for a design project. To know how to make a mood board. Recognise a theme and develop colour palettes using selected imagery and drawings. Draw small sections of one image to docs on colours and texture. Develop observational drawings into shapes and pattern for design. Transfer a design using a tracing method. Make a repeating pattern tile using cut and torn paper shapes. Use glue as an alternative batik technique to create 				
 Select imagery and use as inspiration for a design project. Select imagery and use as inspiration for a design project. Select imagery and use as inspiration for a design project. To know how to make a mood board. Recognise a theme and develop colour palettes using selected imagery and drawings. Draw small sections of one image to docs on colours and texture. Deraw small sections of one image to docs on colours and texture. Deraw small sections of one image to docs on colours and texture. Deraw small sections of one image to docs on colours and texture. Deraw small sections of one image to docs on colours and texture. Derave small sections of a design. Transfer a design using a tracing method. Make a repeating pattern tile using cut and torn paper shapes. Use glue as an alternative batik technique to create 				
 Using flora and fauna of tropical rainforests as a starting point, develop drawings through experimentation and textile-based techniques to a design a repeating pattern suitable for fabric batik, colour palette, craft, design, industry, pattern, repeat, theme batik, colour palette, craft, design, industry, pattern, repeat, theme Select imagery and use as inspiration for a design project. To know how to make a mood board. Recognise a theme and develop colour palettes using selected imagery and drawings. Draw small sections of one image to docs on colours and texture. Develop observational drawings into shapes and pattern for design. Transfer a design using a tracing method. Make a repeating pattern tile using cut and torn paper shapes. Use glue as an alternative batik technique to create 		Craft and Design – Fabric of nature	Craft and Design	Craft and Design
 develop drawings through experimentation and textile-based techniques to a design a repeating pattern suitable for fabric design, industry, pattern, repeat, theme To know how to make a mood board. Recognise a theme and develop colour palettes using selected imagery and drawings. Draw small sections of one image to docs on colours and texture. Develop observational drawings into shapes and pattern for design. Transfer a design using a tracing method. Make a repeating pattern tile using cut and torn paper shapes. Use glue as an alternative batik technique to create 				• Select imagery and use as inspiration for a design project.
 techniques to a design a repeating pattern suitable for fabric repeat, theme Recognise a theme and develop colour palettes using selected imagery and drawings. Draw small sections of one image to docs on colours and texture. Develop observational drawings into shapes and pattern for design. Transfer a design using a tracing method. Make a repeating pattern tile using cut and torn paper shapes. Use glue as an alternative batik technique to create 				
 Draw small sections of one image to docs on colours and texture. Develop observational drawings into shapes and pattern for design. Transfer a design using a tracing method. Make a repeating pattern tile using cut and torn paper shapes. Use glue as an alternative batik technique to create 			- · · · · · · · · · · · · · · · · · · ·	
 Develop observational drawings into shapes and pattern for design. Transfer a design using a tracing method. Make a repeating pattern tile using cut and torn paper shapes. Use glue as an alternative batik technique to create 				Draw small sections of one image to docs on colours and
for design. • Transfer a design using a tracing method. • Make a repeating pattern tile using cut and torn paper shapes. • Use glue as an alternative batik technique to create				
 Transfer a design using a tracing method. Transfer a design using a tracing method. Make a repeating pattern tile using cut and torn paper shapes. Use glue as an alternative batik technique to create 				
 Make a repeating pattern tile using cut and torn paper shapes. Use glue as an alternative batik technique to create 				5
shapes. • Use glue as an alternative batik technique to create				
Use glue as an alternative batik technique to create				

Progression Model



				 Use materials, like glue, in different ways depending on the desired effect. Paint on fabric and wash fabric to remove glue to finish a decorative fabric piece.
Y5	 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 	 Drawing – I need Space Develop ideas more independently, consider the purpose of drawings as they investigate how imagery was used in the 'Space race' that began in the 1950s. Combine collage and printmaking to create a piece in their own style. Painting and Mixed Media – portraits Investigate self-portraits by a range of artists, use photographs of themselves as a starting point for developing their own unique self-portraits in mixed-media. 	Drawing collagraph, decision, futuristic, imagery, propaganda, purpose, retrofuturism, technique, Painting and Mixed Media collage, mixed media, monoprint, multi-media, photomontage, self-portrait	 Drawing Analyse an image that considers impact, audience and purpose. Draw the same image in different ways with different materials and techniques. Make a collagraph plate. Make a collagraph print. Develop drawn ideas for a print. Combine techniques to create a final composition. Decide what materials and tools to use based on experience and knowledge. To know what print effects different materials make. Painting and Mixed Media Develop a drawing into a painting. Create a drawing using text as lines and tone. Experiment with materials and create different backgrounds to draw onto. Use a photograph as a starting point for a mixed-media artwork. Take an interesting portrait photograph, exploring different angles. Adapt an image to create a new one. Choose colours to represent an idea or atmosphere. Develop a final composition from sketchbook ideas.
		 Sculpture and 3D – Interactive installation Using inspiration of historical monuments and modern installations, plan by researching and drawing, a sculpture to fit a design brief. Investigate scale, the display environment and possibilities for viewer interaction with their piece. 	Sculpture and 3D concept, location, installation, interactive, performance art	 Sculpture and 3D Make an explosion drawing in the style of Cai Guo-Qiang, exploring the effect of different materials. Try out ideas on a small scale to assess their effect. Use everyday objects to form a sculpture. Transform and manipulate ordinary objects into sculpture by wrapping, colouring, covering and joining them. Try out ideas for making a sculpture interactive.



		 Craft and Design – Architecture Investigate the built environment through drawing and printmaking, learning about the work of architect Zaha Hadid create their own building designs, creatively presenting research on artist Hundertwasser explore ideas behind the symbolism of monument design. 	Craft and Design architecture, architect, composition, elevation, legacy, monoprint, perspective, proportion, transform	 Plan an installation proposal, making choices about light, sound and display. Craft and Design Make an observational drawing of a house. Use shapes and measuring as methods to draw accurate proportions. Select a small section of a drawing to use as a print design. Develop drawings further to use as a design for print. Design a building that fits a specific brief. Draw an idea in the style of an architect that is annotated to explain key features. Draw from different views, such as a front or side elevation. Use sketchbooks to research and present information about an artist. Interpret an idea in into a design for a structure.
Y6	 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 	 Drawing – Make my voice heard On a journey from the Ancient Maya to modern-day street art, explore how artists convey a message. Begin to understand how artists use imagery and symbols as well as drawing techniques like expressive mark making, tone and the dramatic light and dark effect called 'chiaroscuro'. 	Drawing chiaroscuro, aesthetic, commissioned, expressive, gestural, interpretation, mural, symbolic, tone,	 Drawing Achieve the tonal technique called chiaroscuro. Make handmade tools to draw with. Use charcoal to create chiaroscuro effects. To know gestural and expressive ways to make marks. To know effects different materials make. To know the effects created when drawing into different surfaces
	 and sculpture with a range of materials [for example, pencil, charcoal, paint, clay] About great artists, architects and designers in history 	 Painting and Mixed Media – Artist study Identify an artist that interests them, children research the life, techniques and artistic intentions of that individual. Collecting ideas in sketchbooks, planning for a final piece and working collaboratively, present what they have learnt about the artist. 	Painting and Mixed Media abstract, analyse, evaluate, interpret, medium, mixed- media, narrative, respond, tableau.	 Painting and Mixed Media Use sketchbooks to research and present information. Develop ideas into a plan for a final piece. Make a personal response to the artwork of another artist. Use different methods to analyse artwork such as drama, discussion and questioning.
	,	 Sculpture and 3D – Making memories Create a personal memory box using a collection of found objects and hand-sculptured forms, reflecting primary school life with symbolic and personal meaning. 	Sculpture and 3D abstract, assemblage, composition, literal, manipulate, memory, relief, sculpture	 Sculpture and 3D Translate a 2D image into a 3D form. Manipulate cardboard to create 3D forms (tearing, cutting, folding, bending, ripping). Manipulate cardboard to create different textures. Make a cardboard relief sculpture.



• Make visual notes to generate ideas for a final piece.

		Translate ideas into sculptural forms.
 Craft and Design – Photo opportunity Explore photography as a medium for expressing ideas, investigate scale and composition, colour and techniques for adapting finished images. Use digital media to design and create photographic imagery for a specific design brief. 	Craft and Design arrangement, digital, layout, macro, monochrome, photography, photomontage, photorealism, prop, saturation	 Craft and Design Create a photomontage. Create artwork for a design brief. Use a camera or tablet for photography. Identify the parts of a camera. Take a macro photo, choosing an interesting composition. Manipulate a photograph using photo editing tools. Use drama and props to recreate imagery. Take a portrait photograph. Use a grid method to copy a photograph into a drawing.