

# Stelling Minnis CEP School

## Art and Design

### Progression Document



# EYFS: How we provide for a foundation of Art and Design and Design and Technology

## Main link: Expressive Arts and Design

The following are potential learning opportunities where our children may develop skills and knowledge of art and design and design and technology in readiness for the KS 1 curriculum. Other opportunities may arise as we follow the children's interests.

Make imaginative and complex small worlds with blocks and construction kits, such as a city with different buildings and a park	Create closed shapes with continuous lines and begin to use these to represent objects.	Return to and build on their previous learning, refine ideas and develop their ability to represent them.	Explore. Use and refine a variety of artistic effects to express their ideas and feelings.
Draw with complexity and control. E.g features on a face	Use drawings to represent ideas like movement and loud noises.	Show different emotions in their drawings and paintings.	Join different materials and explore different textures.
Explore colour and colour mixing.	Create collaboratively, sharing ideas, resources and skills.	Explore different materials freely, to develop their ideas about how to use them and what to make.	To develop their own ideas and then decide which materials to use to express them.

**ELG: Creating with 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 have used. • Make use of props and materials when role playing characters in narratives and stories

**Being Imaginative and Expressive** • Invent, adapt and recount narratives and stories with peers and their teacher. • Sing a range of well-known nursery rhymes and songs. • Perform songs, rhymes, poems and stories with others, and (when appropriate) try to move in time with music.

# EYFS: What this might look like in provision

## Main link: Understanding the World

The following are possible opportunities within all provision areas that children may develop art and design and design and technology skills and knowledge. They may be further developed or adapted to follow the children's interests.

Autumn leaf printing and rubbings (Links to printing)	Hole punches/staplers/split pins/scissors to assemble their own creations – this supports threading, joining and shaping.	Junk modelling – planning and making. Focusing on joining materials together with different joins e.g., joining a loo roll to another box.	Designing their own superhero outfits – exploring a variety of materials, tools and techniques, with colour, design, texture, form and function.
Secondary colour/Darkening and lightening colours – 5 colours in provision: black, white, red, blue and yellow.	Chinese new year- looking at foods from other countries.	Looking at different artists for inspiration.	Den building – focusing on the design for a particular character from a story.
Collage and mixed media using different materials	Paper plate for mask making, handbag making, moving pictures.	Finger, hand and feet paintings.	Sand sculptures – modeling wet sand and using shells etc.
Planning sheets in construction area and art area for planning their creations.	Learning how to link materials together e.g. paper chains, string.	Using cotton buds to support pointillism.	Food and nutrition – healthy eating, fruit kebabs, fruit salads.
Creating a Christmas present for fellow classmates.	Creating simple labels for their designs and work.	Observational drawings of plants using shading with pastels.	Choosing materials to create effect e.g. feathers, buttons, sequins.
Experimenting with glue sticks and PVA glue – deciding which is best for specific art and craft activities.	Folding techniques to create fans, books, stairs etc.	Playdough/Clay - modelling and sculpture	Experimenting with water colours.

# Art and Design: Key Stage 1

Using Materials		Drawing	Use colour, pattern, texture, line, form, space and shape	Range of artists
<ul style="list-style-type: none"> <li>use a range of materials creatively to design and make products</li> </ul>		<ul style="list-style-type: none"> <li>use drawing, painting and sculpture to develop and share their ideas, experiences and imagination</li> </ul>	<ul style="list-style-type: none"> <li>develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space</li> </ul>	<p>Study a range of artists, craft makers and designers</p>
Year 1	<ul style="list-style-type: none"> <li>know how to cut, roll and coil materials</li> <li>know how to use IT to create a picture</li> </ul>	<ul style="list-style-type: none"> <li>know how to show how people feel in paintings and drawings.</li> <li>know how to use pencils to create lines of different thickness in drawings.</li> </ul>	<ul style="list-style-type: none"> <li>know how to create moods in art work</li> <li>Know the names of the primary and secondary colours.</li> <li>know how to create a repeating pattern in print</li> </ul>	<ul style="list-style-type: none"> <li>describe what can be seen and give an opinion about the work of an artist</li> <li>ask questions about a piece of art</li> </ul>
Year 2	<ul style="list-style-type: none"> <li>know how to create a printed piece of art by pressing, rolling, rubbing and stamping</li> <li>know how to make a clay pot and know how to join two clay finger pots together</li> <li>know how to use different effects within an IT paint package</li> </ul>	<ul style="list-style-type: none"> <li>choose and use three different grades of pencil when drawing</li> <li>know how to use charcoal, pencil and pastel to create art</li> <li>know how to use a viewfinder to focus on a specific part of an artefact before drawing it</li> </ul>	<ul style="list-style-type: none"> <li>know how to mix paint to create all the secondary colours</li> <li>know how to create brown with paint</li> <li>know how to create tints with paint by adding white and know how to create tones with paint by adding black</li> </ul>	<ul style="list-style-type: none"> <li>suggest how artists have used colour, pattern and shape</li> <li>know how to create a piece of art in response to the work of another artist</li> </ul>

# Art and Design: Key Stage 2

Using Sketchbooks		Drawing, painting and sculpture	Study of great artists
<ul style="list-style-type: none"> <li>• create sketch books to record their observations and use them to review and revisit ideas</li> </ul>		<ul style="list-style-type: none"> <li>• improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]</li> </ul>	<ul style="list-style-type: none"> <li>• great artists, architects and designers in history</li> </ul>
<b>Year 3</b>	<ul style="list-style-type: none"> <li>• know how to use sketches to produce a final piece of art</li> <li>• know how to use digital images and combine with other media know how to use IT to create art which includes their own work and that of others</li> </ul>	<ul style="list-style-type: none"> <li>• know how to show facial expressions in art.</li> <li>• know how to use different grades of pencil to shade and to show different tones and textures</li> <li>• know how to create a background using a wash</li> <li>• know how to use a range of brushes to create different effects in painting</li> </ul>	<ul style="list-style-type: none"> <li>• know how to identify the techniques used by different artists</li> <li>• know how to compare the work of different artists</li> <li>• recognise when art is from different cultures</li> <li>• recognise when art is from different historical periods</li> </ul>
<b>Year 4</b>	<ul style="list-style-type: none"> <li>• know how to integrate digital images into artwork.</li> <li>• Use sketchbooks to help create facial expressions</li> <li>• use sketchbooks to experiment with different texture</li> <li>• use photographs to help create reflections</li> </ul>	<ul style="list-style-type: none"> <li>• know how to show facial expressions and body language in sketches and paintings</li> <li>• know how to use marks and lines to show texture in art.</li> <li>• know how to use line, tone, shape and colour to represent figures and forms in movement and know how to show reflections</li> <li>• know how to print onto different materials using at least four colours.</li> <li>• know how to sculpt clay and other mouldable materials.</li> </ul>	<ul style="list-style-type: none"> <li>• experiment with the styles used by other artists.</li> <li>• explain some of the features of art from historical periods.</li> <li>• know how different artists developed their specific techniques</li> </ul>

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<p><b>Year 5</b></p> <ul style="list-style-type: none"> <li>experiment by using marks and lines to produce texture</li> <li>experiment with shading to create mood and feeling</li> <li>experiment with media to create emotion in art</li> <li>know how to use images created, scanned and found; altering them where necessary to create art</li> </ul>	<ul style="list-style-type: none"> <li>know how to use shading to create mood and feeling</li> <li>know how to organise line, tone, shape and colour to represent figures and forms in movement.</li> <li>know how to express emotion in art</li> <li>know how to create an accurate print design following given criteria.</li> </ul>	<ul style="list-style-type: none"> <li>research the work of an artist and use their work to replicate a style</li> </ul>
<p><b>Year 6</b></p> <ul style="list-style-type: none"> <li>explain why different tools have been used to create art</li> <li>explain why chosen specific techniques have been used</li> <li>know how to use feedback to make amendments and improvement to art</li> <li>know how to use a range of e-resources to create art</li> </ul>	<ul style="list-style-type: none"> <li>know how to overprint to create different patterns</li> <li>know which media to use to create maximum impact</li> <li>use a full range of pencils, charcoal or pastels when creating a piece of observational art</li> </ul>	<ul style="list-style-type: none"> <li>explain the style of art used and how it has been influenced by a famous artist</li> <li>understand what a specific artist is trying to achieve in any given situation</li> <li>understand why art can be very abstract and what message the artist is trying to convey</li> </ul>