



ART PROGRESSION GRID

Intent: At Parsloes Primary School we believe that a high-quality art and design education should engage, inspire and challenge pupils, equipping them with new knowledge and skills. Lessons should provide opportunities for active learning and allow pupils to experiment, invent and create their own works of art, craft and design. Pupils should be able to think critically and develop a more rigorous understanding of art and design, which they can communicate to others using subject-specific language. The art curriculum will develop children's critical abilities and understanding of their own and others' cultural heritages through studying a diverse range of male and female artists.

LEARN:

L – language acquisition
E – empowering experiences
A – active and hands-on learning
R – relevant to our diverse community
N – new knowledge and skills

RUPA:

At Parsloes we are:
R – respectful
U – understanding
P – positive
A – aspirational

SMSC:

S – collaborating on pieces and critiquing others fairly
M – respecting other people's work as a representation of themselves
S – using self-expression to influence their own art
C – looking at artists from around the world, from different cultural backgrounds, and acknowledging how their stories inspired their work.

KEY VOCABULARY

NURSERY	RECEPTION	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6
Colour Light Dark Paint Draw Mix Lines Cut Stick	Print Bright Collage Shapes Repeated pattern Twisting Rolling Pinching Stretching	Artist Pattern Texture Palette Outlines Primary Secondary Tone Sculpture Natural form Sculptor Etching Three-dimensional	Gradient Warm tones Cool tones Blended Sketch Shadow (Self) Portrait Expression Proportion Realistic Etching Mood Collograph Block Texture Plate Cross-hatching	Perspective Shade Form Space Abstract Detail Incision Material Composition Background Foreground Pigment Engrave Hue Homage	Tint Complimentary colours Focal point Impression Geometric Monoprint Horizon Smudging Accentuated Coiling Relief Complimentary colours	Atmosphere Composition Scale Proportion Negative space Annotate Highlights Graduated Tone Layering Texture Hatching Graduated tones	Tonal contrast Mixed media Self-expression Silhouette Orientation Overlapping Multi-Textured Balanced composition Symbolise Scientific illustrator

KEY KNOWLEDGE AND SKILLS

NURSERY	RECEPTION	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6
Generating ideas and Evaluating							
Explore different materials freely, to develop their ideas about how to use them and what to make Develop their own ideas and then	Create collaboratively, sharing ideas, resources and skills Provide children with a range of materials to select from, encouraging	Begin to collect ideas in sketchbooks Consider which materials are best to use	Working from observation Use imagination to form objects Use artist sources to develop own ideas	Adapt and refine ideas, taking inspiration from an focal artist Start to question, critique and make observation	Use sketchbooks as a way to review, revisit and refine ideas Express thoughts and feelings through tactile creation of art	Using sketchbooks alongside digital sources to develop ideas Exploring more resources to inform a visual piece	Develop ideas through sketches, enhance knowledge, skill and technique using experimental media in sketchbooks

	decide which materials to use to express them	them to think about and discuss what they want to make. Discuss problems and how they might be solved as they arise.	Explore and create ideas for purposes and intentions Describe what they feel about their work	Compare other's work identifying similarities and differences Evaluate their work based on specific criteria	Create personal artwork using the artwork of others to stimulate them Discuss own and other's work using elements of art vocab (line, form, shape)	Manipulate materials to achieve desired effect Build a more complex vocabulary when discussing their own and others art	Think critically about their own and another's work Create and invent for purposes Develop a greater understanding of vocabulary	Record experiments with medias and try out new techniques and processes Develop personal and imaginative responses to a theme
	Drawing							
	Create closed shapes with continuous lines and begin to use these shapes to represent objects. Draw with increasing detail, such as representing a face with a circle Use drawing to represent ideas like movement or loud noises	Use line and shape to represent real and imaginary objects Include more details within their drawings, such as including all the elements of a face Show different emotions in their drawing Draw from their imagination and from observation	Explore mark making, experiment with drawing lines and use 2D shapes to draw Use language to describe lines Draw from observation, with the representation more closely matching reality	Proportional drawing (portraits) begin to apply tone to describe form, develop skill and control with a range of drawing materials Use line for expression when drawing portraits and proportional drawing	Develop drawing skills by drawing from direct observation, applying and using geometry and tonal shading when drawing Further develop their ability to describe 3D form in a range of materials Learn and use simple shading rules	Analyse and describe how artists use lines Create original designs using geometry and lines Refining smudging and shading techniques using different media (e.g. pastels)	Refining and enhancing proportional drawing (portraits) Further develop drawing from observation Draw using perspective Extend and develop a greater understanding of applying expression when drawing Refining smudging and shading techniques using different media (e.g. charcoal)	Learn and apply new drawing techniques including negative drawing Increase awareness of using tone to describe light and shade, contrast, highlight and shadow (e.g. charcoal) Study and apply the techniques of other artists
	Painting							
	Explore colour and colour mixing Show different emotions in their drawings – happiness, sadness, fear etc. Use small and large tools to paint on different scales	Teach children to develop their colour-mixing techniques to match the colours they see Select different tools for painting on a small and large scale	Mixing primary colours and starting to create secondary colours Begin to think about shades and tints Experiment with brush strokes and handling different brushes	Develop the use of warm and cold tones Refining brush techniques (wet vs, dry brush) Selecting appropriate tools to paint	Use aspects of colour such as tints and shades for different purposes Using watercolours to refine shapes and lines Increase skill and control when painting	Analyse and describe colour and painting techniques in artists work Develop skill and control when painting Choose and mix a colour palette to inform the mood of a painting	Refining brush strokes (fan brush) Using paints to create different textures Select and mix more complex colours to depict thoughts and feelings (tertiary colours)	Selecting appropriate media for the purpose (watercolour, acrylic) Express feelings and emotions through colour Paint with greater skill and control, applying tonal

		Select colours carefully, thinking about the effect they want to create	Using a repeated pattern	Blending gradients to create landscapes Describe their colour selections Paint with creativity and expression	Apply greater expression and creativity to own paintings Use sand art as a new media to aid tomb paintings and textures	Learning new skill pointillism/stipple effect (starry sky)		techniques and more complex colours
	Collage							
	Use one-handed tools and equipment, for example making snips in paper with scissors Explore cutting and sticking to create art	Use scissors with a greater degree of motor control to cut more accurately Explore how different materials can be stuck together Create simple collages		Refine cutting skills, including cutting out space in an enclosed area Identify and describe different techniques	Analyse and describe texture in an artist's work Use materials for craft making Explore how different media can be used in a collage to create different effects Evaluate the placement of material and composition of collage		Develop understanding of texture through other medias (layering paint) Selecting materials for a purpose	Identify how media is used to create a mood in collage Use overlapping and layering to create desired effects Refine the use of texture in a mixed media collage
	Sculpture							
	Make models using malleable materials like playdough	Use malleable materials to represent real objects and imagined ideas Use pinching, twisting and rolling to create different shapes	Use tools to create a variety of effects in plasticine e.g. etching Refine the use of pinching, twisting and rolling to create more realistic models			Apply techniques to the use of clay to create models. Use tools to create effects in clay e.g. etchings Use pinching, twisting, rolling and shaping to create fine details e.g. coils Layer clay to create a relief		

	Printing							
	Explore creating prints with paint and a range of tools e.g. cotton reels and potatoes.	Explore creating prints with paint and a range of tools e.g. cotton reels and potatoes Use colour to create a simple repeated print	Create their own foam plate for printing with a geometric shape Create a repeated print inspired by an artist Use techniques for printing with a plate with a greater degree of accuracy	Use collograph printing to create monoprints Use shape and colour to print a garden scene with several elements Distribute paint evenly over a plate and use pressure to ensure an event print		Use polystyrene blocks and printing inks to create a repeated pattern Use printing techniques to print clearly and accurately on to cloth Create a colour palette to use for printing		
	Knowledge of Artists							
	Introduce children to the work of artists from across times and cultures.	Visit galleries and museums (in person or online) to generate inspiration and conversation about art and artists	Teach about the work of a range of artists. To include: Naomi Wanjiku Gakunga (African patterns)	Teach about the work of a range of artists. To include: Matisse (landscapes, including <i>Harmony in Red</i>) Van Gogh (self portraits) Toyin Odutola (self portraits)	Teach about great artists. To include: Rousseau (including <i>Tiger in a Tropical Storm</i>) Matisse (<i>The Sorrows of the King</i> - collage) Romare Bearden (Caribbean)	Teach about great artists. To include: Orla Kierly (printing, textiles) Claude Monet (pastels)	Teach about great artists. To include: Hans Holbein (portraits) Van Gogh (Starry Night) Elizabeth Catlett (Charcoal)	Teach about great artists. To include: Kurt Schwitters (collage) April Harrison (collage) Maria Sibylla Merian (scientific illustrations)

KEY ENQUIRY BIG QUESTIONS

ASSESSMENT

Nursery

Expressive Arts and Design

What colours can I use?

How can I draw an animal?

Reception

Expressive Arts and Design

How can I create a picture of myself?

How can I create an ocean scene?

What colours can I create?

How can I draw a person?

Year 1

Painting

How do we mix secondary colours?

Printing

How do we print a repeated pattern?

Sculpture

How do we represent woodland creatures through plasticine?

Year 2

Painting

How do we use different tones to create atmosphere?

Drawing

How do we draw a self-portrait?

Printing

How can we print a garden scene?

Year 3

Painting

How do we create a rainforest in the style of Rousseau?

Painting

How do we create a cave painting?

Collage

How do we create a Caribbean landscape in the style of Matisse?

Drawing & Painting

How do we create a tomb painting?

Year 4

Printing

How do we design and print in the style of Orla Kierly?

Sculpture

How do we sculpt a Greek mask using clay?

Drawing

How do we create an effective fantastical scene using pastels?

Year 5

Painting

How do we create a portrait in the style of Holbein?

Painting

How do we paint in the style of Van Gogh?

Drawing

How do we create atmosphere using charcoal?

Year 6

Collage

How can we recreate scenes from Flotsam?

Drawing

How do we use charcoal to create mood and atmosphere?

Drawing

How can we create technical drawings based on observation?