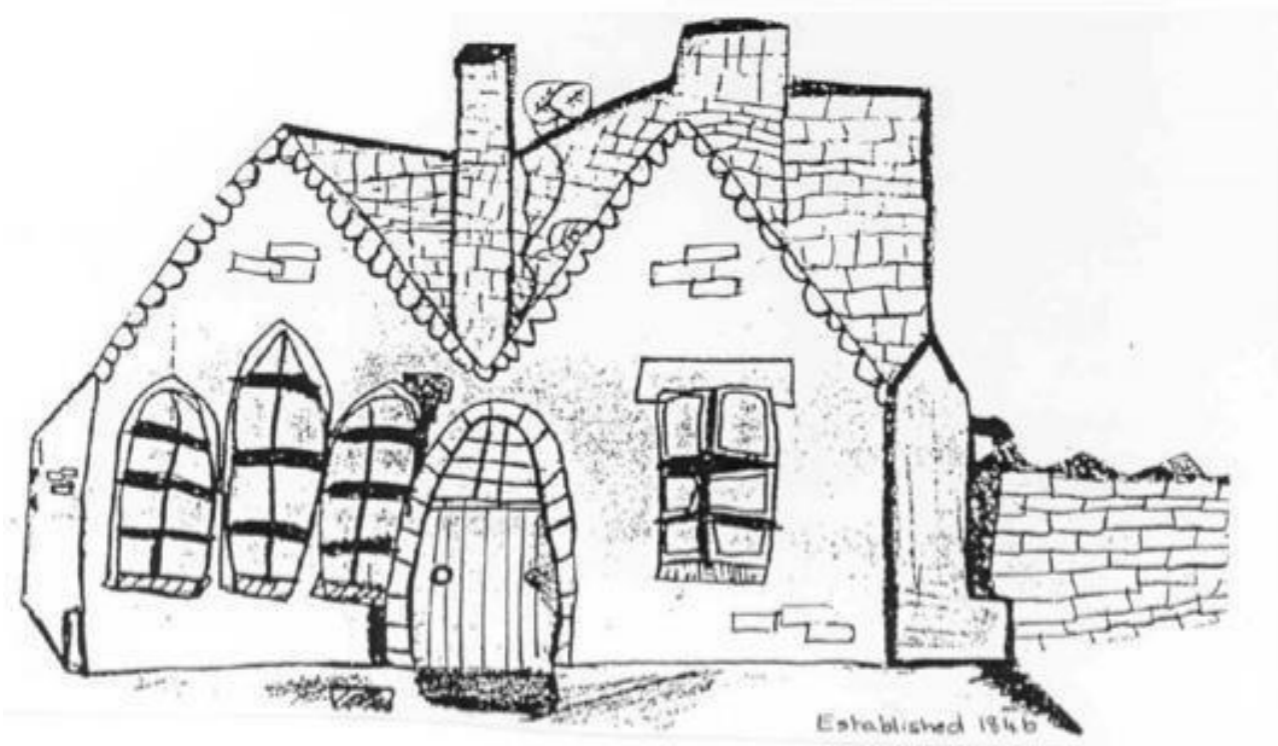




Art Progression and Skills Map



Our curriculum is driven by our Christian Vision and values, the culture and diversity of our local, National and global community.

'Fullness of life for all, through working together with the love of Christ.'

At Quinton Church Primary School, we believe that everyone should have life in all its fullness. Therefore, our aim is for everyone to be part of our **Christian community** where everyone is happy, safe and supported, feels **loved** and demonstrates kindness; understands **justice** and shows fairness to all; and receives high quality education and is empowered to live life to the full (John 10:10).

We are not only inspired by John 10:10, but by Micah 6:8, which shows us how to live life in all its fullness.

'The LORD has told us what is good. What he requires of us is this: to do what is just, to show constant love, and to live in humble fellowship with our God.'

Be kind, be fair, be thankful.

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PROGRESSION AND SKILLS MAP – Art at Quinton Church Primary School

	FOUNDATION	KEY STAGE 1		LOWER KEY STAGE 2		UPPER KEY STAGE 2	
	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
National Curriculum	<p>UNDERSTANDING THE WORLD ELG: The Natural World</p> <p>- Explore the natural world around them, making observations and drawing pictures of animals and plants.</p> <p>EXPRESSIVE ARTS & DESIGN ELG: Creating with Materials</p> <p>- Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.</p> <p>- Share their creations, explaining the process they have used.</p> <p>- Make use of props and materials when role playing characters in narratives and stories.</p>	<p>Pupils should be taught:</p> <ul style="list-style-type: none"> 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, 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. 		<p>Pupils should be taught to develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.</p> <p>Pupils should be taught:</p> <ul style="list-style-type: none"> 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 			
<p>Key Artists to study:</p> <p>To take inspiration from the greats (classic and modern)</p>	<p>UNDERSTANDIGN THE WORLD ELG -People & Communities</p> <p>- Describe their immediate environment using knowledge from observation, discussion, stories, non-fiction texts and maps.</p> <p>ELG – Past & Present</p> <p>- Know some similarities and differences between things in the past and now, drawing on their experiences and what has been read in class</p>	<ul style="list-style-type: none"> Describe the work of notable artists, artisans and designers. Use some of the ideas of artists studied to create pieces. 		<ul style="list-style-type: none"> Replicate some of the techniques used by notable artists, artisans and designers. Create original pieces that are influenced by studies of others. 		<ul style="list-style-type: none"> Give details (including own sketches) about the style of some notable artists, artisans and designers. Show how the work of those studied was influential in both society and to other artists. Create original pieces that show a range of influences and styles. 	
ARTISTS Diversity	<ul style="list-style-type: none"> Frida Kahlo – painting 1920s Kandinsky Henri Matisse Gustav Klimt Beatriz Milhazes Joseph Turner 	<ul style="list-style-type: none"> Marlow Moss – 1940's – Paint Claude Monet Henri Rousseau Faith Ringgold (Textile) Romero Britto Andy Goldsworthy 	<ul style="list-style-type: none"> Andy Warhol – 1960s – Print Vincent Van Gogh Piet Mondrian Donatello (Sculpture) Roy Lichtenstein (Print) Georgia O'Keeffe 	<ul style="list-style-type: none"> Claude Cahun – Photography - 1940s Pablo Picasso Paul Klee Antony Gormley (Sculpture) Peter Blake (Print) William Morris 	<ul style="list-style-type: none"> David Hockney – 1960s Jackson Pollack Paul Cezanne Judith Scott (Textiles) Stephen Wiltshire George Seurat 	<ul style="list-style-type: none"> Beauford Delaney – 1940 – painting/drawing Paul Cezanne Rembrandt Claire Halifax (Print) Keith Haring Hokusai 	<ul style="list-style-type: none"> Grayson Perry – sculpture & textiles – modern Salvador Dali Michelangelo (Sculpture) Nick Cave (Textiles) Banksy M.C. Esher
<p>Sketching focus:</p> <p>Still life in their sketch books.</p> <p>Complete each aspect every year to the progression of skills.</p>	<p>Autumn 1: Draw objects in the classroom.</p> <p>Autumn 2: Draw some fruit or vegetables.</p> <p>Spring 1: Draw the human form.</p> <p>Spring 2: Draw a piece of furniture.</p> <p>Summer 1: Draw a building.</p> <p>Summer 2: Draw an aspect of nature outdoors.</p>						

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<p>Developing ideas on all areas of ART:</p>	<p>EXPRESSIVE ARTS & DESIGN ELG: Creating with Materials</p> <ul style="list-style-type: none"> - 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. 	<p>Within all areas of ART: To develop ideas</p> <ul style="list-style-type: none"> • Respond to ideas and starting points. • Explore ideas and collect visual information. • Explore different methods and materials as ideas develop. 	<p>Within all areas of ART: To develop ideas</p> <ul style="list-style-type: none"> • Respond to ideas and starting points. • Explore ideas and collect visual information. • Explore different methods and materials as ideas develop. 	<p>Within all areas of ART: To develop ideas</p> <ul style="list-style-type: none"> • Develop ideas from starting points throughout the curriculum. • Collect information, sketches and resources. • Adapt and refine ideas as they progress. • Explore ideas in a variety of ways. • Comment on artworks using visual language. 	<p>Within all areas of ART: To develop ideas</p> <ul style="list-style-type: none"> • Develop ideas from starting points throughout the curriculum. • Collect information, sketches and resources. • Adapt and refine ideas as they progress. • Explore ideas in a variety of ways. • Comment on artworks using visual language. 	<p>Within all areas of ART: To develop ideas</p> <ul style="list-style-type: none"> • Develop and imaginatively extend ideas from starting points throughout the curriculum. • Collect information, sketches and resources and present ideas imaginatively in a sketch book. • Use the qualities of materials to enhance ideas. • Spot the potential in unexpected results as work progresses. • Comment on artworks with a fluent grasp of visual language. 	<p>Within all areas of ART: To develop ideas</p> <ul style="list-style-type: none"> • Develop and imaginatively extend ideas from starting points throughout the curriculum. • Collect information, sketches and resources and present ideas imaginatively in a sketch book. • Use the qualities of materials to enhance ideas. • Spot the potential in unexpected results as work progresses. • Comment on artworks with a fluent grasp of visual language.
<p>Specific Techniques:</p> <ul style="list-style-type: none"> • PAINT • COLLAGE • TEXTILES 	<p>EXPRESSIVE ARTS & DESIGN ELG: Creating with Materials</p> <ul style="list-style-type: none"> - 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. 	<p>Paint: To master techniques - Painting</p> <ul style="list-style-type: none"> • Use thick and thin brushes. • Mix primary colours to make secondary • Add white to colours to make tints and black to colours to make tones. • Create colour wheels. 			<p>Paint: To master techniques</p> <ul style="list-style-type: none"> • Use a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines. • Mix colours effectively. • Use watercolour paint to produce washes for backgrounds then add detail. • Experiment with creating mood with colour 		<p>Paint: To master techniques</p> <ul style="list-style-type: none"> • Sketch (lightly) before painting to combine line and colour. • Create a colour palette based upon colours observed in the natural or built world. • Use the qualities of watercolour and acrylic paints to create visually interesting pieces. • Combine colours, tones and tints to enhance the mood of a piece. • Use brush techniques and the qualities of paint to create texture. <p>TEXTILES• Develop a personal style of painting, drawing upon ideas from other artists.</p>
	<p>EXPRESSIVE ARTS & DESIGN ELG: Creating with Materials</p> <ul style="list-style-type: none"> - 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. 	<p>Collage: To develop ideas</p> <ul style="list-style-type: none"> • Respond to ideas and starting points. • Explore ideas and collect visual information. • Explore different methods and materials as ideas develop. <p>To master techniques - Collage</p> <ul style="list-style-type: none"> • Use a combination of materials that are cut, torn and glued. • Sort and arrange materials. • Mix materials to create texture. 		<p>Collage: To master techniques</p> <ul style="list-style-type: none"> • Select and arrange materials for a striking effect. • Ensure work is precise. • Use coiling, overlapping, tessellation, mosaic and montage. 		<p>Collage: To master techniques</p> <ul style="list-style-type: none"> • Mix textures (rough and smooth, plain and patterned). • Combine visual and tactile qualities. • Use ceramic mosaic materials and techniques. 	
	<p>EXPRESSIVE ARTS & DESIGN ELG: Creating with Materials</p> <ul style="list-style-type: none"> - 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. 	<p>Textiles: To master techniques - Textiles</p> <ul style="list-style-type: none"> • Use weaving to create a pattern. • Join materials using glue and/or a stitch. • Use plaiting. • Use dip dye techniques. 			<p>Textiles: To master techniques</p> <ul style="list-style-type: none"> • Shape and stitch materials. • Use basic cross stitch and back stitch. • Colour fabric. • Create weavings. • Quilt, pad and gather fabric. 		<p>Textiles: To master techniques</p> <ul style="list-style-type: none"> • Show precision in techniques. • Choose from a range of stitching techniques. • Combine previously learned techniques to create pieces.

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<ul style="list-style-type: none"> DRAWING 	<p>EXPRESSIVE ARTS & DESIGN ELG: Creating with Materials</p> <ul style="list-style-type: none"> - 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. 		<p>Drawing:</p> <p>To master techniques</p> <ul style="list-style-type: none"> • Draw lines of different sizes and thickness. • Colour (own work) neatly following the lines. • Show pattern and texture by adding dots and lines. • Show different tones by using coloured pencils. 		<p>Drawing:</p> <p>To master techniques</p> <ul style="list-style-type: none"> • Use different hardness of pencils to show line, tone and texture. • Annotate sketches to explain and elaborate ideas. • Sketch lightly (no need to use a rubber to correct mistakes). • Use shading to show light and shadow. • Use hatching and cross hatching to show tone and texture. 	<p>Drawing:</p> <p>To master techniques</p> <ul style="list-style-type: none"> • Use a variety of techniques to add interesting effects (e.g., reflections, shadows, direction of sunlight). • Use a choice of techniques to depict movement, perspective, shadows and reflection. • Choose a style of drawing suitable for the work (e.g., realistic or impressionistic). • Use lines to represent movement. 		
	<ul style="list-style-type: none"> PRINT 	<p>EXPRESSIVE ARTS & DESIGN ELG: Creating with Materials</p> <ul style="list-style-type: none"> - 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. 		<p>Print:</p> <p>To master techniques</p> <ul style="list-style-type: none"> • Use repeating or overlapping shapes. • Mimic print from the environment (e.g. wallpapers). • Use objects to create prints (e.g. fruit, vegetables or sponges). 	<p>Print:</p> <p>To master techniques</p> <ul style="list-style-type: none"> • Use layers of two or more colours. • Replicate patterns observed in natural or built environments. • Make printing blocks (e.g., from coiled string glued to a block). • Make precise repeating patterns. 		<p>Print:</p> <p>To master techniques</p> <ul style="list-style-type: none"> • Build up layers of colours. • Create an accurate pattern, showing fine detail. • Use a range of visual elements to reflect the purpose of the work. 	
	<ul style="list-style-type: none"> SCULPTURE 	<p>EXPRESSIVE ARTS & DESIGN ELG: Creating with Materials</p> <ul style="list-style-type: none"> - 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. 		<p>Sculpture:</p> <p>To master techniques - Sculpture</p> <ul style="list-style-type: none"> • Use a combination of shapes. • Include lines and texture. • Use rolled up paper, straws, paper, card and clay as materials. • Use techniques such as rolling, cutting, moulding and carving. 	<p>Sculpture:</p> <p>To master techniques</p> <ul style="list-style-type: none"> • Create and combine shapes to create recognisable forms (e.g. shapes made from nets or solid materials). • Include texture that conveys feelings, expression or movement. • Use clay and other mouldable materials. • Add materials to provide interesting detail 			<p>Sculpture:</p> <p>To master techniques</p> <ul style="list-style-type: none"> • Show life-like qualities and real-life proportions or, if more abstract, provoke different interpretations. • Use tools to carve and add shapes, texture and pattern. • Combine visual and tactile qualities. • Use frameworks (such as wire or moulds) to provide stability and form.
<p>Digital Media:</p>			<ul style="list-style-type: none"> • Use a wide range of tools to create different textures, lines, tones, colours and shapes. 		<ul style="list-style-type: none"> • Create images, video and sound recordings and explain why they were created. 	<ul style="list-style-type: none"> • Enhance digital media by editing (including sound, video, animation, still images and installations). 		

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