

Curriculum Concepts:

**Generating ideas**  
**Using sketchbooks**  
**Making skills (including formal elements)**  
**Knowledge of artists**  
**Evaluating and analysing**  
 Drawing  
 Painting and mixed media  
 Sculpture and 3D  
 Craft and Design

Intended Outcomes - by the end of Key Stage 2:

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.

Pupils should be taught:

- 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

- Exploring mark making in all its forms, experimenting with line, tone and texture and using a wide range of materials to express their ideas as drawings
- Learning about how artists develop their ideas using drawings
- Using sketchbooks to record observations and plans as drawings

	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	(Marvellous Marks)	<u>(Make your mark)</u>	<u>(Tell a story)</u> (Lessons 2, 4 &/or 5)	<u>(Growing artists)</u>	<u>(Power Prints)</u>	<u>(I need space)</u>	<u>(Make my voice heard)</u>
<b>Generating ideas</b>	-Talk about their ideas and explore different ways to record them.	- Explore their own ideas using a range of media	Begin to generate ideas from a wider range of stimuli, exploring different media and techniques.	Generate ideas from a range of stimuli and carry out simple research and evaluation as part of the making process.	Generate ideas from a range of stimuli, using research and evaluation of techniques to develop their ideas and plan more purposefully for an outcome.	Develop ideas more independently from their own research. Explore and record their plans, ideas and evaluations to develop their ideas towards an outcome.	Draw upon their experience of creative work and their research to develop their own starting points for creative outcomes.
<b>Sketchbooks</b>	N/A - but experiment with mark making in an exploratory way.	Use sketchbooks to explore ideas in an open-ended way.	Experiment in sketchbooks, using drawing to record ideas. Use sketchbooks to help make decisions about what to try out next.	Use sketchbooks for a wider range of purposes, for example recording things using drawing and annotations, planning and taking next steps in a making process.	Use sketchbooks purposefully to improve understanding, develop ideas and plan for an outcome.	Confidently use sketchbooks for purposes including recording observations and research, testing materials and working towards an outcome more independently.	Using a systematic and independent approach, research, test and develop ideas and plans using sketchbooks.
<b>Making skills (including Formal elements)</b>	-Use a range of drawing materials such as pencils, chalk, felt tips	-Use a range of drawing materials such as pencils, chalk, charcoal, pastels, felt tips and pens.	-Further develop mark-making within a greater range of media, demonstrating increased control.	-Confidently use a range of materials, selecting and using these appropriately with more	-Apply observational skills, showing a greater awareness of composition and demonstrating the	-To use a broader range of stimulus to draw from, such as architecture, culture and photography. Begin	-Draw expressively in their own personal style and in response to their choice of stimulus, showing the

	<p>and wax crayons.</p> <p>-Work on a range of materials of different textures (eg: playground, bark).</p> <p>-Begin to develop observational skills by using mirrors to include the main features of faces in their drawings.</p>	<p>-Develop observational skills to look closely and reflect surface texture through mark-making.</p> <p>-To explore mark making using a range of tools: being able to create a diverse and purposeful range of marks through experimentation building skills and vocabulary.</p> <p>Further develop self-portrait skills.</p>	<p>-Develop observational skills to look closely and reflect surface texture through mark-making.</p> <p>-Experiment with drawing on different surfaces, and begin to explore tone using a variety of pencil grade (HB, 2B, 4B) to show form, drawing light/dark lines, patterns and shapes.</p>	<p>independence.</p> <p>-Draw with expression and begin to experiment with gestural and quick sketching.</p> <p>-Developing drawing through further direct observation, using tonal shading and starting to apply an understanding of shape to communicate form and proportion.</p>	<p>beginnings of an individual style.</p> <p>-Use growing knowledge of different drawing materials, combining media for effect.</p> <p>-Demonstrate greater control over drawing tools to show awareness of proportion and perspective, continuing to develop use of tone and more intricate mark making.</p>	<p>to develop drawn ideas as part of an exploratory journey.</p> <p>-Apply known techniques with a range of media, selecting these independently in response to a stimulus.</p> <p>-Draw in a more sustained way, revisiting a drawing over time and applying their understanding of tone, texture, line, colour and form.</p>	<p>ability to develop drawing independently.</p> <p>-Apply new drawing techniques to improve their mastery of materials and techniques.</p> <p>-Push the boundaries of mark-making to explore new surfaces, eg: drawing on clay, layering media and incorporating digital drawing techniques.</p>
<b>Knowledge of artists</b>	<p>Enjoy looking at and talking about art.</p>	<p>Describe similarities and differences between practices in Art and design, eg: between painting and sculpture, and link these to their own work.</p>	<p>Talk about art they have seen using some appropriate subject vocabulary. Be able to make links between pieces of art.</p>	<p>Use subject vocabulary to describe and compare creative works. Use their own experiences to explain how art works may have been made.</p>	<p>-Use subject vocabulary confidently to describe and compare creative works.</p> <p>-Use their own experiences of techniques and making processes to explain how art works may have been made.</p>	<p>Research and discuss the ideas and approaches of artists across a variety of disciplines, being able to describe how the cultural and historical context may have influenced their creative work.</p>	<p>Describe, interpret and evaluate the work, ideas and processes using by artists across a variety of disciplines, being able to describe how the cultural and historical context may have influenced their creative work.</p>
<b>Evaluating and analysing</b>	<p>Talk about their artwork, stating what they feel they did well.</p>	<p>Describe and compare features of their own and other's work.</p>	<p>Explain their ideas and opinions about their own and other's work, giving reasons. Begin to talk about how they could improve their own work.</p>	<p>Confidently explain their ideas and opinions about their own and other's art work, giving reasons. Use sketchbooks as part of the problem-solving process and make changes to improve their work.</p>	<p>-Build a more complex vocabulary when discussing their own and other's art.</p> <p>-Evaluate their work more regularly and independently during the planning and making process.</p>	<p>-Discuss the processes used by themselves and by other artists, and describe the particular outcome achieved.</p> <p>-Use their knowledge of tools, materials and processes to try alternative solutions and make improvements to their work.</p>	<p>-Give reasoned evaluations of their own and others work which takes account of context and intention.</p> <p>-Independently use their knowledge of tools, materials and processes to try alternative solutions and make improvements to their work.</p>

## Painting and mixed media

- Developing painting skills including colour mixing, painting on a range of surfaces and with different tools
- Exploring the interplay between different media within an artwork.

	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	<u>(Paint my world)</u>	<u>(Colour splash)</u>	<u>(Beside the Seaside)</u>	<u>(Prehistoric painting)</u> <u>(Lesson 1, 3 &amp;/or 4)</u>	<u>(Light and Dark)</u>	<u>(Portraits)</u>	<u>Artist Study</u> <u>(Lessons 1, 4 &amp;/or 5)</u>
<b>Generating ideas</b>	Explore different ways to use paint and a range of media according to their interests and ideas.	Explore their own ideas using a range of media.	Begin to generate ideas from a wider range of stimuli, exploring different media and techniques.	Generate ideas from a range of stimuli and carry out simple research and evaluation as part of the making process.	Generate ideas from a range of stimuli, using research and evaluation of techniques to develop their ideas and plan more purposefully for an outcome.	Develop ideas more independently from their own research. Explore and record their plans, ideas and evaluations to develop their ideas towards an outcome.	Draw upon their experience of creative work and their research to develop their own starting points for creative outcomes.
<b>Sketchbooks</b>	N/A	Use sketchbooks to explore ideas using a range of media.	Experiment in sketchbooks, using drawing to record ideas. Use sketchbooks to help make decisions about what to try out next.	Use sketchbooks for a wider range of purposes, for example recording things using drawing and annotations, planning and taking next steps in a making process.	Use sketchbooks purposefully to improve understanding, develop ideas and plan for an outcome.	Confidently use sketchbooks for purposes including recording observations and research, testing materials and working towards an outcome more independently.	Using a systematic and independent approach, research, test and develop ideas and plans using sketchbooks.
<b>Making skills (including Formal elements)</b>	<p>-Explore paint including different application methods (fingers, splatter, natural materials, paintbrushes).</p> <p>-Use different forms of 'paint' such as mud and puddles, creating a range of artwork both abstract and figurative.</p> <p>-Use mixed-media scraps to create</p>	<p>-Experiment with paint, using a wide variety of tools (eg: brushes, sponges, fingers) to apply paint. Investigate colour mixing.</p> <p>-Play with combinations of materials to create simple collage effects. Select materials based on their properties, eg: shiny, soft.</p>	<p>-Begin to develop some control when painting, applying knowledge of colour and how different media behave eg: adding water to thin paint.</p> <p>-Mix different hues of primary and secondary colours by using different amounts of each starting colour or by adding water.</p> <p>-Make choices about which materials to use for collage based on</p>	<p>-Select and use a variety of painting techniques, including applying their drawing skills, using their knowledge of colour mixing and making choices about suitable tools for a task eg: choosing a fine paintbrush for making detailed marks.</p> <p>-Mix colours with greater accuracy and begin to consider how colours can be used expressively. Explore</p>	<p>-Explore the way paint can be used in different ways to create a variety of effects, eg: creating a range of marks and textures in paint.</p> <p>-Develop greater skill and control when using paint to depict forms eg: beginning to use tone to create 3D effects.</p> <p>-Work selectively, choosing and adapting collage materials to</p>	<p>-Apply paint with control in different ways to achieve different effects, experimenting with techniques used by other artists and applying ideas to their own artworks eg: making choices about painting surfaces or mixing paint with other materials. Develop a painting from a drawing or other initial stimulus.</p> <p>-Add collage to a</p>	<p>-Manipulate paint and painting techniques to suit a purpose, making choices based on their experiences.</p> <p>-Work in a sustained way over several sessions to complete a piece.</p> <p>-Analyse and describe how colour is used in other artists' work.</p> <p>-Consider materials, scale and techniques when creating collage</p>

	child-led artwork with no specific outcome.		colour, texture, shape and pattern. Experiment with overlapping and overlaying materials to create interesting effects.	contrasting and complimentary colours. -Modify chosen collage materials in a range of ways eg: cutting, tearing, re-sizing or overlapping. In sketchbooks, use collage as a means of collecting ideas.	create contrast and considering overall composition.	painted, printed or drawn background for effect. -Explore how collage can extend original ideas. Combine digital effects with other media.	and other mixed media pieces. -Create collage in response to a stimulus and work collaboratively on a larger scale.
<b>Knowledge of artists</b>	Enjoy looking at and talking about art.	Describe similarities and differences between practices in Art and design, eg: between painting and sculpture, and link these to their own work.	Talk about art they have seen using some appropriate subject vocabulary. Be able to make links between pieces of art.	Use subject vocabulary to describe and compare creative works. Use their own experiences to explain how art works may have been made.	-Use subject vocabulary confidently to describe and compare creative works. -Use their own experiences of techniques and making processes to explain how art works may have been made.	Research and discuss the ideas and approaches of artists across a variety of disciplines, being able to describe how the cultural and historical context may have influenced their creative work.	Describe, interpret and evaluate the work, ideas and processes used by artists across a variety of disciplines, being able to describe how the cultural and historical context may have influenced their creative work.
<b>Evaluating and analysing</b>	Talk about their artwork, stating what they feel they did well.	Describe and compare features of their own and other's art work.	Explain their ideas and opinions about their own and other's work, giving reasons. Begin to talk about how they could improve their own work.	Confidently explain their ideas and opinions about their own and other's art work, giving reasons. Use sketchbooks as part of the problem-solving process and make changes to improve their work.	-Build a more complex vocabulary when discussing their own and other's work. -Evaluate their work more regularly and independently during the planning and making process.	-Discuss the processes used by themselves and by other artists, and describe the particular outcome achieved. -Use their knowledge of tools, materials and processes to try alternative solutions and make improvements to their work.	-Give reasoned evaluations of their own and others work which takes account of context and intention. -Independently use their knowledge of tools, materials and processes to try alternative solutions and make improvements to their work.

## Sculpture and 3D

- Investigate ways to express ideas in three-dimensions
  - Developing drawn ideas into sculpture
- Constructing and modelling with a variety of materials, shaping and joining materials to achieve an outcome

	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	<u>(Creation Station)</u>	<u>(Paper play)</u>	<u>(Clay houses)</u>	<u>(Abstract shape and space)</u>	<u>(Mega materials)</u> <u>Lessons 1, 2 &amp;/or 5)</u>	<u>(Interactive installation)</u>	<u>(Making memories)</u>
<b>Generating ideas</b>	Explore and play with clay and playdough to make child-led creations.	Explore their own ideas using a range of media.	Begin to generate ideas from a wider range of stimuli, exploring different media and techniques.	Generate ideas from a range of stimuli and carry out simple research and evaluation as part of the making process.	Generate ideas from a range of stimuli, using research and evaluation of techniques to develop their ideas and plan more purposefully for an outcome.	Develop ideas more independently from their own research. Explore and record their plans, ideas and evaluations to develop their ideas towards an outcome.	Draw upon their experience of creative work and their research to develop their own starting points for creative outcomes.
<b>Sketchbooks</b>	N/A	Use sketchbooks to explore ideas in an open-ended way.	Experiment in sketchbooks, using drawing to record ideas. Use sketchbooks to help make decisions about what to try out next.	Use sketchbooks for a wider range of purposes, for example recording things using drawing and annotations, planning and taking next steps in a making process.	Use sketchbooks purposefully to improve understanding, develop ideas and plan for an outcome.	Confidently use sketchbooks for purposes including recording observations and research, testing materials and working towards an outcome more independently.	Using a systematic and independent approach, research, test and develop ideas and plans using sketchbooks.
<b>Making skills (including Formal elements)</b>	<ul style="list-style-type: none"> <li>-Push, pull and twist a range of modelling materials to affect the shape.</li> <li>-Create child-led 3D forms from natural materials.</li> <li>-Join materials in different ways e.g. using sticky tape to attach materials, making simple joins when modelling with playdough.</li> </ul>	<ul style="list-style-type: none"> <li>-Use their hands to manipulate a range of modelling materials.</li> <li>-Create 3D forms to make things from their imagination or recreate things they have seen.</li> </ul>	<ul style="list-style-type: none"> <li>-Develop understanding of 3D forms to construct and model simple forms using a range of materials.</li> <li>-Use hands and tools with confidence when cutting, shaping and joining paper, card and malleable materials.</li> <li>-Develop basic skills for shaping and joining clay, including exploring surface texture.</li> </ul>	<ul style="list-style-type: none"> <li>- Able to plan and think through the making process to create 3D forms using a range of materials.</li> <li>-Shape materials for a purpose, positioning and joining materials in new ways (ie, bind, stick, fold).</li> <li>-Experiment with combining found objects and recyclable material to create sculpture.</li> </ul>	<ul style="list-style-type: none"> <li>-Use more complex techniques to mould and form malleable materials, such as the coil pot technique in clay and adding detailed surface decoration.</li> <li>-Show an understanding of appropriate finish and present work to a good standard.</li> <li>-Respond to a stimulus and begin to make choices about materials used to work in 3D.</li> </ul>	<ul style="list-style-type: none"> <li>-Investigate scale when creating forms in three dimensions. Explore a greater range of materials to create 3D forms eg: wire and found materials.</li> <li>-Plan a sculpture, developing an idea in 2D into a three-dimensional piece.</li> <li>-Persevere when constructions are challenging and work to problem solve more independently.</li> </ul>	<ul style="list-style-type: none"> <li>-Uses personal plans and ideas to design and construct more complex sculptures and 3D forms.</li> <li>-Combine materials and techniques appropriately to fit with ideas.</li> <li>-Confidently problem-solve, edit and refine to create desired effects and end results.</li> </ul>

<b>Knowledge of artists</b>	Enjoy looking at and talking about art.	Describe similarities and differences between practices in Art and design, eg: between painting and sculpture, and link these to their own work.	Talk about art they have seen using some appropriate subject vocabulary. Be able to make links between pieces of art.	Use subject vocabulary to describe and compare creative works. Use their own experiences to explain how art works may have been made.	-Use subject vocabulary confidently to describe and compare creative works. -Use their own experiences of techniques and making processes to explain how art works may have been made.	Research and discuss the ideas and approaches of artists across a variety of disciplines, being able to describe how the cultural and historic context may have influenced their creative work.	Describe, interpret and evaluate the work, ideas and processes used by artists across a variety of disciplines, being able to describe how the cultural and historic context may have influenced their creative work.
<b>Evaluating and analysing</b>	Talk about their artwork, stating what they feel they did well.	Describe and compare features of their own and other's art work.	Explain their ideas and opinions about their own and other's art work, giving reasons. Begin to talk about how they could improve their own work.	Confidently explain their ideas and opinions about their own and other's art work, giving reasons. Use sketchbooks as part of the problem-solving process and make changes to improve their work.	-Build more complex vocabulary when discussing their own and other's art. -Evaluate their work more regularly and independently during the planning and making process.	-Discuss the processes used by themselves and by other artists, and describe the particular outcome achieved. -Use their knowledge of tools, materials and processes to try alternative solutions and make improvements to their work.	-Give reasoned evaluations of their own and others work which takes account of context and intention. -Independently use their knowledge of tools, materials and processes to try alternative solutions and make improvements to their work.

## Craft and design

- Designing and making art for different purposes, considering how this works in creative industries
- Learning new making techniques, comparing these and making decisions about which to use to achieve a particular outcome.
- Developing personal imaginative responses to a design brief

	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	<u>(Let's get Crafty)</u>	<u>(Embellishments)</u>	<u>(Map it out)</u>	<u>(Ancient Egyptian scrolls)</u>	<u>(Fabric of nature)</u>	<u>(Architecture)</u> <u>(Lessons 3, 4 &amp;/or 5)</u>	<u>(Photo opportunity)</u>
<b>Generating ideas</b>	Explore and play with a range of media to make child-led creations.	Explore their own ideas using a range of media.	Begin to generate ideas from a wider range of stimuli, exploring different media and techniques.	Generate ideas from a range of stimuli and carry out simple research and evaluation as part of the making process.	Generate ideas from a range of stimuli, using research and evaluation of techniques to develop their ideas and plan more purposefully for an outcome.	Develop ideas more independently from their own research. Explore and record their plans, ideas and evaluations to develop their ideas towards an outcome.	Draw upon their experience of creative work and their research to develop their own starting points for creative outcomes.
<b>Sketchbooks</b>	N/A	Use sketchbooks to explore ideas in an open-ended way.	Experiment in sketchbooks, using drawing to record ideas. Use sketchbooks to help make decisions about what to try out next.	Use sketchbooks for a wider range of purposes, for example recording things using drawing and annotations, planning and taking next steps in a making process.	Use sketchbooks purposefully to improve understanding, develop ideas and plan for an outcome.	Confidently use sketchbooks for purposes including recording observations and research, testing materials and working towards an outcome more independently.	Using a systematic and independent approach, research, test and develop ideas and plans using sketchbooks.
<b>Making skills (including Formal elements)</b>	-Design something and stick to the plan.  -Cut, thread, join and manipulate materials with instruction and support, focusing on process over outcome.	-Able to select colours, shapes and materials to suit ideas and purposes. -Design and make something that is imagined or invented. -Begin to develop skills such as measuring materials, cutting and adding decoration.	-Respond to a simple design brief with a range of ideas. -Apply skills in cutting, arranging and joining a range of materials to include card, felt and cellophane. -Experiment with techniques when trying out design ideas. -Follow a plan for a making process, modifying and	-Learn a new making technique (paper making) and apply it as part of their own project. -Investigate the history of a craft technique and share that knowledge in a personal way. -Design and make creative work for different purposes, evaluating the success of the techniques used.	-Learn new making techniques, comparing these and making decisions about which method to use to achieve a particular outcome. -Design and make art for different purposes and begin to consider how this works in creative industries.	-Design and make art for different purposes and begin to consider how this works in creative industries eg: in architecture, magazines, logs, digital media and interior design. -Extend ideas for designing through sketchbook use and research, justifying choices made during the design process.	-Develop personal, imaginative responses to a design brief, using sketchbooks and independent research. -Justify choices made during a design process, explaining how the work of creative practitioners have influenced their final outcome.

			correcting things and knowing when to seek advice.				
<b>Knowledge of artists</b>	Enjoy looking at and talking about art.	Describe similarities and differences between practices in Art and design, eg:- between painting and sculpture, and link these to their own work.	Talk about art they have seen using some appropriate subject vocabulary. Be able to make links between pieces of art.	Use subject vocabulary to describe and compare creative works. Use their own experiences to explain how art works may have been made.	-Use subject vocabulary confidently to describe and compare creative works. -Use their own experiences of techniques and making processes to explain how art works may have been made.	Research and discuss the ideas and approaches of artists across a variety of disciplines, being able to describe how the cultural and historical context may have influenced their creative work.	Describe, interpret and evaluate the work, ideas and processes used by artists across a variety of disciplines, being able to describe how the cultural and historical context may have influenced their creative work.
<b>Evaluating and analysing</b>	Talk about their artwork, stating what they feel they did well.	Describe and compare features of their own and other's art work.	-Explain their ideas and opinions about their own and other's art work, giving reasons. -Begin to talk about how they could improve their own work.	-Confidently explain their ideas and opinions about their own and other's art work, giving reasons. -Use sketchbooks as part of the problem-solving process and make changes to improve their work.	-Build a more complex vocabulary when discussing their own and other's art. -Evaluate their work more regularly and independently during the planning and making process.	-Discuss the processes used by themselves and b other artists, and describe the particular outcome achieved. -Use their knowledge of tools, materials and processes to try alternative solutions and make improvements to their work.	-Give reasoned evaluations of their own and others work which takes account of context and intention. -Independently use their knowledge of tools, materials and processes to try alternative solutions and make improvements to their work.



Progression of knowledge - Art and Design			KS1 - Formal elements
	Rec	Year 1	Year 2
<b>Pattern</b>	<ul style="list-style-type: none"> <li>- Explore pattern and begin to know that pattern is a design in which shapes, colours and lines are repeated.</li> </ul>	<ul style="list-style-type: none"> <li>Know that a pattern is a design in which shapes, colours and lines are repeated.</li> </ul>	<ul style="list-style-type: none"> <li>-Know that surface rubbings can be used to add and make patterns.</li> <li>-Know that drawing techniques such as hatching, scribbling, stippling and blending can make patterns.</li> <li>-Know that patterns can be used to add detail to an artwork.</li> </ul>
<b>Texture</b>	<ul style="list-style-type: none"> <li>-experiment with texture and begin to know that texture means 'what something feels like'.</li> <li>-experiment with mark-making and begin to know that different marks can be used to represent the texture of objects</li> <li>-experiment with different drawing tools and begin to know that different drawing tools make different marks.</li> </ul>	<ul style="list-style-type: none"> <li>-Know that texture means 'what something feels like'.</li> <li>-Know that different marks can be used to represent the texture of objects</li> <li>-Know that different drawing tools make different marks.</li> </ul>	<ul style="list-style-type: none"> <li>- Know that collage materials can be chosen to represent real-life textures.</li> <li>-Know that collage materials can be overlapped and overlaid to add texture.</li> <li>-Know that drawing techniques such as hatching, scribbling, stippling and blending can create surface texture.</li> </ul>
<b>Tone</b>	<ul style="list-style-type: none"> <li>-begin to know that 'tone' in art means 'light and dark'.</li> <li>-begin to know that we can add tone to a drawing by shading and filling a shape.</li> </ul>	<ul style="list-style-type: none"> <li>-Know that 'tone' in art means 'light and dark'.</li> <li>Know that we can add tone to a drawing by shading and filling a shape.</li> </ul>	<ul style="list-style-type: none"> <li>-Know that shading helps make drawn objects look more three dimensional.</li> <li>-Know that different pencil grades make different tones.</li> </ul>

Progression of knowledge - Art and Design			KS2 - Formal elements	
	Year 3	Year 4	Year 5	Year 6
<b>Pattern</b>	<p>To know that pattern can be man-made (like a printed wallpaper) or natural (like a giraffe's skin).</p> <p>To know that the starting point for a repeating pattern is called a motif, and a motif can be arranged in different ways to make varied patterns.</p>	<p>To know that symmetry can be used to create repeating patterns.</p> <p>To know that patterns can be irregular, and change in ways you wouldn't expect</p>	<p>To know that artists create pattern to add expressive detail to art works, for example Chila Kumari Singh Burman using small everyday objects to add detail to sculptures.</p>	<p>To know that pattern can be created in many different ways, eg in the rhythm of brushstrokes in a painting (like the work of van Gogh) or in repeated shapes within a composition.</p>
<b>Texture</b>	<p>To know that texture in an artwork can be real (what the surface actually feels like) or a surface can be made to appear textured, as in a drawing using shading to recreate a fluffy object.</p>	<p>To know how to use texture more purposely to achieve a specific effect or to replicate a natural surface.</p>	<p>To know how to create texture on different materials.</p>	<p>To know that applying thick layers of paint to a surface is called impasto, and is used by artists such as Claude Monet to describe texture.</p>
<b>Tone</b>	<p>To know some basic rules for shading when drawing eg: shade in one direction, blending tones smoothly and with no gaps.</p> <p>To know that shading is used to create different tones in an artwork and can include hatching, cross-hatching, scribbling and stippling.</p>	<p>To know that using lighter and darker tints and shades of a colour can create a 3D effect.</p> <p>To know that tone can be used to create contrast in an artwork.</p>	<p>To know that tone can help show the foreground and background in an artwork.</p>	<p>To know that chiaroscuro means 'light and dark' and is a term used to describe high-contrast images.</p>

Progression of knowledge - Art and Design		KS1 - Formal elements	
	Rec	Year 1	Year 2
<b>Colour</b>	<p>Begin to learn the names of the primary colours - red, yellow and blue.</p> <p>Begin to know that primary colours can be mixed to make secondary colours:</p> <ul style="list-style-type: none"> <li>• Red + yellow = orange</li> <li>• Yellow + blue = green</li> <li>• Blue + red = purple</li> </ul>	<p>To know that the primary colours are red, yellow and blue.</p> <p>Know that primary colours can be mixed to make secondary colours:</p> <ul style="list-style-type: none"> <li>• Red + yellow = orange</li> <li>• Yellow + blue = green</li> <li>• Blue + red = purple</li> </ul>	<p>Know that different amounts of paint and water can be used to mix hues of secondary colours.</p> <p>Know that colours can be mixed to 'match' real life objects or to create things from your imagination.</p> <p>Know that colour can be used to show how it feels to be in a particular place, eg the seaside.</p>
<b>Form</b>	<p>Begin to know that we can change paper from 2D to 3D by folding, rolling and scrunching it.</p> <p>Begin to learn about three dimensional art and that it is called sculpture.</p>	<p>Know that we can change paper from 2D to 3D by folding, rolling and scrunching it.</p> <p>To know that three dimensional art is called sculpture.</p>	<p>Know that 'composition' means how things are arranged on the page.</p> <p>Know that pieces of clay can be joined using the 'scratch and slip' technique.</p> <p>Know that a clay surface can be decorated by pressing into it or by joining pieces on.</p>
<b>Shape</b>	<p>Experiment with paper and begin to know that paper can be shaped by cutting and folding it.</p>	<p>Know that paper can be shaped by cutting and folding it.</p>	<p>Know that collage materials can be shaped to represent shapes in an image.</p> <p>Know that shapes can be organic (natural) and irregular.</p> <p>Know that shapes can be geometric if they have mostly straight lines and angles.</p> <p>Know that patterns can be made using shapes.</p>
<b>Line</b>	<p>Experiment with drawing tools and use in a variety of ways to create different lines.</p> <p>Experiment with lines and begin to know that lines can represent movement in drawings.</p>	<p>Know that drawing tools can be used in a variety of ways to create different lines.</p> <p>Know that lines can represent movement in drawings.</p>	<p>Know that lines can be used to fill shapes, to make outlines and to add detail or pattern.</p>

Progression of knowledge - Art and Design			KS2 - Formal elements	
	Year 3	Year 4	Year 5	Year 6
<b>Colour</b>	<p>Know that complementary colours appear opposite each other on the colour wheel, and when placed next to each other, a strong contrast or 'clash' is created.</p> <p>Know that paint colours can be mixed using natural substances, and that prehistoric peoples used these paints.</p>	<p>To know that adding black to a colour creates a shade.</p> <p>To know that adding white to a colour creates a tint.</p>	<p>To know that artists use colour to create an atmosphere or to represent feelings in an artwork, for example by using warm or cool colours.</p>	<p>To know that a 'monochromatic' artwork uses tints and shades of just one colour.</p> <p>To know that colours can be symbolic and have meanings that vary according to your culture or background, eg red for danger or for celebration.</p>
<b>Form</b>	<p>To know that three dimensional forms are either organic (natural) or geometric (mathematical shapes, like a cube).</p> <p>To know that organic forms can be abstract.</p>	<p>To know that using lighter and darker tints and shades of a colour can create a 3D effect.</p> <p>Know that simple structures can be made stronger by adding layers, folding and rolling.</p>	<p>To know that an art installation is often a room or environment in which the viewer 'experiences' the art all around them.</p> <p>To know that the size and scale of three-dimensional art work changes the effect of the piece.</p>	<p>To know that the surface textures created by different materials can help suggest form in two-dimensional work.</p>
<b>Shape</b>	<p>To know that negative shapes show the space around and between objects.</p>	<p>To know how to use basic shapes to form more complex shapes and patterns.</p>	<p>To know that a silhouette is a shape filled with a solid flat colour that represents an object.</p>	<p>To know how an understanding of shape and space can support creating effective composition.</p>
<b>Line</b>	<p>To know that different drawing tools can create different types of lines.</p>	<p>To know that lines can be lighter or darker, or thicker or thinner and that this can add expression or movement to a drawing.</p>	<p>To know that lines can be used by artists to control what the viewer looks at within a composition, eg by using diagonal lines to draw your eye into the centre of a drawing.</p>	<p>To know how line is used beyond drawing and can be applied to other art forms.</p>

