



Art and design

Progression of knowledge and Skills

At Great Waldingfield we value the role of the visual arts as an essential element of the curriculum. Our Art and Design curriculum provides opportunities for all children to produce creative work, explore their own ideas and record their experiences. Each year they will develop their drawing skills building on what they have learned previously. Additionally, in each Key stage they will experience painting, sculpture, using textiles, print-making and collage. They will evaluate their own work and that of others using the language of Art and Design. Children will learn about great artists, craft makers and designers and understand historical and cultural development of their art forms.

Drawing	
Year 1	Begin to explore different techniques involved in drawing such as shading, thick and thin lines, patterns and shapes as well as using different surfaces to draw on. Have exposure to different materials to draw with such as pencils, felt tips, charcoal, crayons, chalk and pastels.
Year 2	Draw lines of varying thickness. Use dots and lines to demonstrate pattern and texture. Use different materials to draw, for example pastels, chalk, felt tips. Use key vocabulary to demonstrate knowledge and understanding in this strand: portrait, self-portrait, line drawing, detail, landscape, cityscape, building, pastels, drawings, line, bold, size, space.
Year 3	Develop a knowledge of drawing by continuing to use a variety of drawing tools from KS1. Be introduced to new ways of making effect through tone, texture, light and shadow and understand and use this key vocabulary. Have the opportunity to use vocabulary learned in KS1 accurately, e.g. shading, thick and thin.
Year 4	Experiment with showing line, tone and texture with different hardness of pencils; use shading to show light and shadow effects; use different materials to draw, e.g. pastels, chalk, felt tips; show an awareness of space when drawing. Use key vocabulary to demonstrate knowledge and understanding in this strand: portrait, light, dark, tone, shadow, line, pattern, texture, form, shape, tone, outline.
Year 5	Continue to use a variety of drawing tools and be introduced to new techniques, e.g. creating perspective. Become more confident in techniques already learned and use the vocabulary learned accurately, e.g. shading, thick and thin. Rely on effective use of sketching books to improve their drawing skills.
Year 6	Use a variety of techniques to add effects, e.g. shadows, reflection, hatching and cross-hatching. Depict movement and perspective in drawings. Use a variety of tools and select the most appropriate. Use key vocabulary to demonstrate knowledge and understanding in this strand: line, texture, pattern, form, shape, tone, smudge, blend, mark, hard, soft, light, heavy, mural, fresco, portrait, graffiti.

Exploring and Developing Ideas

Year 1	Begin to experiment with the use of a sketch book. Respond positively to ideas and starting points explore ideas and collect information. Describe differences and similarities and make links to own work. Try different materials and methods to improve. Use key vocabulary to demonstrate knowledge and understanding this area of art. E.g. work of art, idea, starting point, observe, focus, design, improve. Explore the work of a range of artists, craft makers and designers, including different cultures and talk about them.
Year 2	
Year 3	Use sketchbooks to record ideas. Explore ideas from first-hand observations. Question and make observations about starting points, and respond positively to suggestion. Adapt and refine ideas. Use key vocabulary to demonstrate knowledge and understanding in this area. E.g. line, pattern, texture, form, record, detail, question, observe, refine. Expand the range of artists, craft makers and designers explored in KS1. Discuss own and others work, expressing thoughts and feelings, and using knowledge and understanding of artists and techniques.
Year 4	
Year 5	Review and revisit ideas in sketchbooks and offer feedback using technical vocabulary. Think critically about their art and design work and use digital technology as sources for developing ideas. Use key vocabulary to demonstrate knowledge and understanding in this area. E.g. sketchbook, develop, refine, texture, shape, form, pattern, structure. Explore a range of great artists, architects and designers in history. Begin to recognise their work. Start to place them in key movements or historical events.
Year 6	