

		Art Topic & Progression Map					
Threshold Concept		Milestone 1		Milestone 2		Milestone 3	
	Reception	Year 1 Basic	Year 2 Advancing & Deep	Year 3 Basic	Year 4 Advancing & Deep	Year 5 Basic	Year 6 Advancing & Deep
	<u>EXPRESSIVE ARTS AND DESIGN</u>	Autumn : Drawing Spring : Painting Summer : Craft	Autumn: Drawing Spring : Painting Summer : Craft	Autumn: Drawing Spring : Painting Summer : Craft	Autumn: Drawing Spring 2: Painting Summer 3: Craft	Autumn: Drawing Spring : Painting Summer : Craft	Autumn : Drawing Spring : Painting Summer : Craft
Develop Ideas	<u>Being imaginative</u> Use media and materials in original ways. Represent ideas through Art.	Respond to ideas and starting points.	Explore ideas and collect visual information.	- Develop ideas from starting points. - Collect information, sketches and resources. - Comment on artworks using visual language.	- Adapt and refine ideas as they progress. - Explore ideas in a variety of ways.	- Develop and imaginatively extend ideas from starting points. - Collect information, sketches and resources and present ideas imaginatively in a sketch book. - Comment on artworks with a fluent grasp of visual language.	- Use the qualities of materials to enhance ideas. - Spot the potential in unexpected results as work progresses. - Use digital technologies as sources for developing ideas.
Master Techniques	<u>Exploring and using media and materials</u> Safely use and explore a variety of materials, tools and techniques. Experimenting with colour, design, texture and form.	Drawing (nature) - Explore line. - Draw lines of different sizes and thickness. Painting - Mix primary colours to make secondary - Use thick and thin brushes. - Add white, black and grey to colours to make tints, tones and shades.	Drawing (landscape) - Show pattern and texture by adding dots and lines. - Show different tones. - Use a wide range of drawing tools and materials to create different textures, lines, tones, colours and shapes. Painting - Create colour wheels.	Drawing (animals) - Develop sketching techniques - Use different pencils to show line, tone and texture. Painting - Use a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines. - Mix colours effectively.	Drawing (still Life) - Annotate sketches to explain and elaborate ideas. - Use shading to show light and shadow. - Use hatching and cross hatching to show tone and texture. Painting - Experiment with creating mood with colour. - Include texture that conveys feelings	Drawing (portraits) - Use a variety of techniques to add interesting effects (e.g. reflections, shadows, direction of sunlight). Painting - Create a colour palette based upon colours observed in the natural or built world. - Use brush techniques and the qualities of paint to create texture. - Build up layers of colours.	Drawing (figure) - Show precision in techniques. - Show life-like qualities and real-life proportions - Use a choice of techniques to depict movement and perspective. Painting - Use the qualities of watercolour and acrylic paints to create different effects. - Combine colours, tones and tints to enhance the mood of a piece. - Develop a personal style of painting, drawing upon ideas from other artists.

		Craft • Develop collage techniques. • Use a variety of natural, recycled and manufactured materials for sculpting. • Use a combination of cut and torn materials to create texture. • Use rolled up paper, straws, paper, card and clay as materials. • Use objects to create prints (e.g. fruit, vegetables or sponges). • Press, roll, rub and stamp to make prints.	Craft • Use tie dye techniques. • Use weaving to create a pattern. • Join materials using glue stitching and plaiting.	Craft • Explore collage techniques- use coiling, overlapping, tessellation, mosaic and montage • Create repeated patterns using block printing techniques. • Make printing blocks (e.g. from coiled string glued to a block). • Mould clay.	Craft • Experiment with fabrics and textiles to create different effects. • Add materials to provide interesting detail. • Shape and stitch materials. • Use stitching techniques. • Colour fabric. • Create weavings. • Quilt, pad and gather fabric	Craft • Use tools and materials to carve, add shape, texture and pattern in ceramics. • Use digital media to explore themes (including sound, video, animation, still images and installations).	Craft • Plan and design a 3D sculpture. • Combine previously learned techniques to create pieces. • Experiment with a range of media to create texture, effect and colour. • To develop animation and film making techniques.
Take Inspiration from the Greats	Talk about works of Art	• Describe the work of artists.	• Use some of the ideas of artists studied to create pieces. • Express an opinion on the work of artists.	• Replicate some of the techniques/effects used by artists.	• Research the style of artists.	• Create original pieces that are influenced by studies of others.	• 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.