Art Progression Ladder

Pitmaston Primary School



This document gives a clear overview of the progression of substantive and disciplinary knowledge that our pupils are taught in Art, throughout their primary education at Pitmaston Primary School.

Our curriculum is designed to inspire and challenge all of our pupils, effectively equipping them with the knowledge, skills and passion to experiment, invent and develop their own works of art, craft and design. Key, fundamental skills are revisited, allowing deliberate opportunities for retrieval practice, therefore embedding key learning. Our curriculum teaches our pupils about a broad range of artists from a variety of cultures and artistic disciplines, (e.g. impressionism, abstract, contemporary) allowing them to learn and appreciate how art has, and continues to, reflect and shape our history and contribute to our culture and the creativity of our nation.

Vocabulary is built upon each year, whilst still allowing prior language to be referred to across the key stages.

			Nursery		
Drawing	Colour	Texture/Collage	Form	Printing	Pattern
o know how to use hark making tools to reate lines & circles	To identify and know primary colours To explore the change in colours when mixing	To explore what happens when texture and colour overlap. Improve fine motor skills through ripping and tearing purposefully	To use malleable materials to begin to build with a purpose in mind. To look at the changes in malleable materials	To use everyday objects bubble to print shapes	e wrap, cardboard rolls, jars et
olour – Identify and name p rocabulary: rimary colours, malleable	Wassily Kandinsky Drawing – To know how to use mark making tool to create lines and circles Pattern - To use everyday objects bubble wrap, cardboard rolls, jars etc to print shapes orimary colours	For beg -Tc ma Teg hag -Im and	blo Picasso m – To use malleable materials to gin to build with a purpose in mind. b look at the changes in malleable iterials – playdough faces xture/Collage – to explore what ppens when texture and colour overlap. aprove fine motor skills through ripping d tearing purposefully stract	and colour overlap. -Improve fine motor skills through	Claude Monet Colour - To identify and know primary colours -To explore the change in colours when mixing Texture/Collage - To explore what happens when texture ripping and tearing purposefully

Drawing	Reception							
	Colour	Texture/Collage	Form	Printing	Pattern			
o begin to match and oin lines o know how to make narks using a variety of ools on a variety of lifferent surfaces o mark make with rayon, felt pen, chalk pastels	To recognise and name primary colours To be able to experiment with mixing colours informally – watercolour, oil pastels, poster paint	To know how to develop collages based on simple ideas – using paper and materials To explore tearing, layering and cutting collage materials for varied effects	To develop and understanding of 2D & 3D in terms of artwork, paintings, and sculptures To investigate different materials – explore how to connect materials to make simple structures	To know how to dye fabrics using tea, cabbage, beetroot etc To use natural/found items to create a print	To know how to use a variety of objects to print with. Use hard and soft tools and observing the difference e.g sponges, corks etc. To be able to look at patterns in shape and colou – repeating patterns To know how to overprint with primary colours –			
	Piet Mondrian Colour - Primary colours – ecognise and name & mix Texture – Collage – explore earing and layering Drawing – match and join lines	variety of different textural iter	Andy Goldsworthy Form - Develop an understanding of 2D & 3D – Land art – investigate different materials – explore how to connect material to make simple structures Printing – to know how to dye fabrics using tea, cabbage, beetroot etc Use natural/found items to create a print Pattern – create patterns using a ms	Drawin felt pen Colour	observe new colours created O'Keeffe (F) g – To mark make with crayon, , chalk pastels – To explore the change in colou nixing paint – watercolour – oil			

Drawing	Colour	Texture/Collage	Form	Printing	Pattern
To know how to explore drawing small scale through to large scale To know how to look closely at natural objects such as plants, fruit and vegetables and to identify details for drawing. To know how to begin to add detail to drawings To know how to identify the lighter areas on objects and to represent light and dark through shading and pencil control	To know which primary colours to mix to achieve: green, purple and orange To know how to mic primary colours to make secondary colours To know that they are called secondary colours	To be able to build collages based on simple ideas using paper and materials To explore tearing, layering and cutting collage materials for varied effects	To know how to make a 3D form in response to a stimulus To know about manipulation to create a 3D form Extend with: pinching, rolling, twisting and scratching and using tools to add details	To know how to use finger, sponge, and block printing to form patterns To know how to apply an appropriate amount and consistency of paint and develop control	I know patterns are all around us and can be man- made or natural I know I can repeat a pattern to make a print I know what a regular (repeated) and irregular pattern is
Colo Colo Text & lar	ure/Collage – explore tearing yering <mark>ting</mark> – finger, block, sponge	Form Drav	seppe Arcimboldo n – To know how to make 3D forms wing – small to large scale. Looking ely at detail	inspired by nature Printing – To know how to create p print techniques (potato etc)	<u>Orla Kiely – Designer (F)</u> <u>Drawing</u> – begin to control lines to create simple drawin from observations <u>Colour</u> – To recognise warm and cold colours <u>Pattern</u> – Creating own desig and using to create a pattern rints using negative and positive

			Year 2			
Drawing	Colour	Texture/Collage	Form	Printing		Pattern
To know how to use pencil marks to represent different textures	To know how to create shades of colour – including variations of the same colour.	To know how to use contrasting textures of collage materials, dull/shiny smooth/rough	To begin to form own 3D pieces To recreate sculptures, using everyday items: foil, sticks, pipe cleaners and masking tape etc	To know how to create using both negative and positive print technique	d es	To use collage to create pattern To design and create unique patterns using block printing
Begin to control lines to create simple drawings from observations.	To recognise warm and cold colours. To be able to explore the	To be able to create large- and small-scale collages				inspired by real-life influences
To be able to place colours in drawings with increasing accuracy e.g. within a line or area	differences when working in colour with: poster paint, pastels, chalk, felt tip					
To understand how to use chalk on black paper to show where light and dark areas are.						
Keit Drav chall Accu Colo shad varia Patt mak rota	ting – To create prints using	to Fo	perto Giacometti awing – Controlled lines. Pencil marks show texture rm – Recreate sculptures, foil, sticks, be cleaners and masking tape etc	Tex cor dul Pat des usin Prin bas Col diff	ntrasting te III/shiny sm ttern – usin signing and ing block p inting – To sed on the ilour – To b fferences w	age – To know how to use extures of collage materials, nooth/rough ng collage to create pattern – d creating their own pattern

Vocabulary:

Light, dark, tone, focus, warm tone, cool tone, shades, variation, smooth, rough, sculpture, structure, texture, mould, form, collage, fabric, block printing, pattern, repetition, tessellation, rotation, control, polystyrene, block printing, contrasting

	Year 3						
Drawing	Colour	Texture/Collage	Form	Printing	Pattern		
To effectively experiment with different grades of pencil – hard to soft To use a range of pencil to create light/medium and dark shading To know how to place features in a face and to know how to draw facial features To be able to draw faces – self portrait	To explore abstract colour patterns e.g. blue for leavesTo know and understand the colour wheel in terms of opposing and complimentary coloursTo know how to lighten and darken tones using black and white incrementallyTo know how to match colours carefully – create a palette to match and image or requirements	To know how to use accurate cutting skills and design ideas to create collages To know that spaces are an important aspect of the piece	To know how to confidently work with clay – adding detail and texture To investigate different ways of joining clay (scratch and slip) To know how to add colour once clay has dried	To know how to create roller and ink printing To know how to roller in different directions for successful printing To know how to blend two colours when printing To know how to produce repeated print patterns using relief stamp blocks or mono printing	To know how to design a pattern complimentary to the brief		
	Alma Thomas (F) Colour – Colour wheel - opposing and complimentary colours. Lighten and darken. Blending colours when printing Printing – repeat pattern Texture/Collage - know that spaces are an important aspect	For and Colored Part	rice Cliff – (F) m – Working with clay, adding detail d texture. lour – mixing and matching colours ttern – To design a pattern mplimentary to the brief	F F	Frida Kahlo (F) Drawing – Place features within a Face, understanding how to draw Facial features Draw faces – Self portrait Colour – Watercolour Printing – Mono printing – Dackground		

Vocabulary:

complementary, contrasting, lighten, darken, depth, detail, collage, blend, acrylic, form, mono printing, pattern, clay, mixing, matching, foreground, background, features, watercolour

echniques to create pasic perspective – inter oreground, middle and listance pair To know how to develop echniques for showing of s	be able to periment with tensity of colours – atercolours, poster int	Texture/Collage To create both individual and group collages – working on a range of scales To effectively use layers to	To be able to use pipe cleaners, wire or sticks to create sculptures To know the process of using	Printing To know how to make collagraph prints To know how to use a roller	To explore environmental and manmade patterns
ingle or double light ource To l creation To be able to include fore	some of the newly ixed tertiary lours how how to eate distance and reground through tensity of colour	create patterns and prints	Modroc To use nature to influence design To use materials other than clay to create 3D sculptures To shape, form, model and construct from imagination	to ink collagraph blocks To design a complex pattern To use printing to represent the natural environment To explore colour mixing through printing	To recreate repeating patterns
heir chosen piece	Antoni Gaudi (Architect) Form – To use nature to influence design Alternative to clay – nsity of colour, name		Katsushika Hokusai – The Great Wave. Texture/Collage – layers Printing – collagraph prints Drawing – Perspective -foreground, middle and distance.	pencil wo Blending	- techniques for shadows. Line

Year 5								
Drawing	Colour	Texture/Collage	Form	Printing	Pattern			
To know how to develop kills in observational drawings of unfamiliar objects To learn and apply effectively: cross hatching, pointillism, idestrokes etc To know how to use charcoal and putty ubbers for highlighting	To know some watercolour techniques e.g. washes, layering To use artists and designers use of colour as inspiration	To be able to use a range of stimulus for collage work – thinking of abstract ways to represent things e.g. natural forms such as feathers and leaves	To develop casting techniques from own mouldsTo use materials other than clay to create 3D sculpturesTo build a collage element into the sculptural process.Use objects or influences around us to form sculptures.	To design prints for fabrics, book covers, wallpaper or wrapping paper	Use shape to create patterns Create pattern for purpose e.g. wallpaper			
Wi (Vi Dra dra nat Col fro – m	liam Morris ctorian/designer) – wing – observational wings of unfamiliar ural objects our – Taking inspiration m Morris – colour palette nuted tones tertiary ours and rollers.	and putt Learn an	Jerbach – black and white portraits - charcoal y rubbers for highlighting. d apply effectively: cross hatching, m, side strokes. Blending	Anish Kapoor or Salvador Dali – S Form – To develop casting technic To use materials other than clay t Plaster casts - National 5 Art and I	ques from own moulds o create 3D sculptures			
Vocabulary:	tte, positive, negative, li	no printing, cross hatching, pointilli	ism, plaster cast, casting, moulds, hig	hlighting, <mark>3D, sculpture</mark> , portrait	S			

Year 6						
Drawing	Colour	Texture/Collage	Form	Printing	Pattern	
To know how to create letailed drawings shading, perspective, letail and 3D echniques) from real observations, from lifferent viewpoints To know how to scale up lrawings to enable arger area for the nclusion of detail	To know how to apply paint techniques effectively: dashes, blocks of colour, strokes, dots etc in complimentary colours	To be able to develop and plan final design to make in collage To draw on previous experiences to decide how to manipulate the surface of a material to achieve a desired outcome e.g. change to textures or colour Able to produce more intricate patterns and textures	To know how to use a view finder to select a part of a natural form To use observation or imagination to influence design To plan and develop ideas – Shape, form, model and join To create final pieces in clay, after developing ideas in a sketchbook	To build up drawings and images of whole or parts of items using various techniques To experiment with screen printing	To create own abstract pattern to reflect persona experiences and expressio – create pattern for purposes	
	Stephen Wiltshire Drawing – Detailed drawings (Perspective, shading, detail, 3D)	Draw Form Tro k a par -To k influe -To p modu -To c	ara Hepworth (F) ving – Scale, composition – shape and form taking inspiration nature. Abstract thinking. now how to use a view finder to select t of a natural form use observation or imagination to ence design ulan and develop ideas – Shape, form, el and join reate final pieces in clay, after loping ideas in a sketchbook	images of whole or parts of items u -To experiment with screen printin Colour – To know how to apply pai blocks of colour, strokes, dots etc Pattern – To create own abstract p experiences and expression – creat Texture/Collage - Draws on previo manipulate the surface of a materi e.g. change to textures or colour	g nt techniques effectively: dashe attern to reflect personal e pattern for purposes us experiences to decide how to	