## Key Stage 2 Art progression

## NC: 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
- To create sketchbooks to record their observations and use them to review and revisit ideas.
- To improve their mastery of art \& design techniques, including drawing, painting \& sculpture with a range of materials.
- About great artists, architects and designers in history


## Exploring, planning and recording

Use sketch books to record notes, experiment and collect ideas, such as artwork, patterns, techniques and observations in nature.
Use sketch books to explore new ideas and practise techniques.
Use sketch books to collect ideas to be used in future artwork.
Compare artwork and art techniques using appropriate terminology
Comment on their own artwork and that of others, giving reasons to
support their views.
Make adaptations to their artwork when necessary and give reasons for any changes.

Commenting on artwork
Critique their own and others work, commenting on the techniques used and how it makes them feel
Identify ways they would improve artwork created by themselves or another artist.
Research the lives and work of different artists, designers and architects. Recognise artists that have demonstrated similar styles and techniques. Identify similarities and differences in style between different artists, designers and architects.
 opaque, rough, stretchy, transparent, translucent, horizon, perspective, foreground, background, blend, cross hatch, shading, composition, light, dark, shadow, outline, reflection, vanishing point.

|  | Drawing <br> Buildings/ Cityscapes <br> Paul Klee <br> Stephen Wiltshire | Painting <br> Pointillist: Seurat <br> Aboriginal art <br> Yayoi Kusama | Collage <br> Layering <br> Xochi Solis <br> Multi Media: Kandinsky | Printing <br> Tessellation: <br> Escher <br> Brigit Riley |
| :---: | :---: | :---: | :---: | :---: |
|  | Drawing: <br> Explore light and shadow <br> Develop pencil shading skills <br> Develop colour shading skills <br> Draw familiar things from different viewpoints <br> Develop observational skills <br> Use different grades of pencil to apply tone to drawings. <br> Use different sketching techniques, such as hatching, cross-hatching, stippling, blending and scribbling. With purpose, make marks and lines using a range of dry media including computer software, charcoal, pencils and pastels. <br> With purpose, make marks and lines using a range of wet media including watercolours, acrylic paint and ink. <br> Effectively blend colours using different materials, such as watercolours, oil pastels and colouring pencils. | Painting: <br> Mix colours and select appropriate brushes for specific purposes. <br> Use varied brush techniques to create shapes, textures, patterns and lines. <br> Create pattern using different tools and colours Understand which colours are primary and | Collage: <br> Consider colour and shape choice to create pattern or design. Select colours and materials to create effect, giving reasons for their choices. <br> Develop skills of cutting, overlapping and overlaying. Explore a variety of techniques e.g. overlapping, tessellation, mosaic and montage. | Printing: <br> Develop technique of mono printing by scratching a drawing onto an inked slab. <br> Transpose monoprint designs into press print to create repeat printing. <br> Print using natural and humanly-constructed objects. <br> Make printing blocks <br> Use block printing to create repeated patterns with precision. <br> Replicate patterns from observations. |
|  |  | mixing. <br> Mix colours to create tints, tones and shades. Use different techniques in their artwork, such as washing, blending, blocking colour and using thicker paint for texture. <br> Choose colours carefully to create mood. | Sculpture: <br> Cut, make and combine shapes to create recognisable forms. Mould clay into simple shapes and forms. Practice joining techniques. <br> Use tools to indent clay and create texture. <br> Add materials to the sculpture to create detail. <br> Recreates 2D images in a 3D piece. <br> Show a good understanding of safety when handling sculpting tools. <br> Use pinch, slab and coil techniques when creating sculptures out of clay. | Textiles: <br> Weaves paper/ threads <br> Prints on fabric <br> Simple stitching to make straight stiches Select appropriate materials, giving reasons. Use a variety of techniques e.g. printing, dyeing, weaving and stitching to create different textural effects. |
|  | Drawing <br> Light \& shade: Escher <br> Still life: <br> Van Gogh <br> Cezanne | Painting <br> Colour <br> Matisse: Fauvism Mark Rothko | Sculpture <br> Clay Pots <br> Greek, Egyptian, Stone age | Textiles <br> Weaving \& stitching Kente Colours |

## Key Stage 2 Art progression

## NC: 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
- To create sketchbooks to record their observations and use them to review and revisit ideas.
- To improve their mastery of art \& design techniques, including drawing, painting \& sculpture with a range of materials.


## Exploring, planning and recording

Use sketch books to record notes, experiment and collect ideas, such as artwork, patterns, techniques and observations in nature.
Use sketch books to explore new ideas and practise techniques.
Use sketch books to collect ideas to be used in future artwork.
Compare artwork and art techniques using appropriate terminology
Comment on their own artwork and that of others, giving reasons to
support their views.
Make adaptations to their artwork and give reasons for any changes.

Commenting on artwork
Critique their own and others work, commenting on the techniques used and how it makes them feel
Identify ways they would improve artwork created by themselves or another artist.
Research the lives and work of different artists, designers and architects. Recognise artists that have demonstrated similar styles and techniques. Identify similarities and differences in style between different artists, designers and architects.

- About great artists, architects and designers in history $\square$
lary, te
 bendy, opaque, rough, stretchy, transparent, translucent, horizon, perspective, foreground, background, blend, cross hatch, shading, composition, light, dark, shadow, outline, reflection, vanishing point.

| Drawing |
| :--- | :--- |
| Dexture |

## Painting <br> Impressionis <br> Cezanne <br> Monet

## Painting:

Explore ways of making and creating a range of colours from the primary \& secondry range with the addition of black and white to crete a cilou palette
Uses different methods, colour and avariety of tools to express mood
Understand which colours are primary, secondary and tertiary and create secondary and tertiary colours by mixing.
Mix colours to create tints, tones and shades. Use different techniques in their artwork, such as washing, blending, blocking colour and using thicker paint for texture.
Choose colours carefully to create mood Mix colours to show the direction of light in their artwork.
Show purpose and control when mark making with different types of paint, such as acrylic and watercolour

## Painting

Portraits: Picass
Frida Kahlo

Sculpture
Figures:
Henry Moore
Giacometti
Augusta Savage

## Sculpture:

Show an awareness of form, shape and texture by recreating images in 3D form.
Plan and design a sculpture
Use malleable and rigid materials to create sculptures.
Use tools and materials to carve, add shape, texture and pattern. Plan and create sculptures using wire.
Finish sculptures in different ways, such as glazing, polishing and painting Create sculptures from observation and imagination.
Apply slip to neatly join different parts of a clay sculpture. Use tools effectively to carve sculptures.

## Collage: Plan and design a collage

Select and use materials to achieve a specific outcome
Create and arrange accurate patterns.
Use a range of mixed media
Embellishes using a variety of techniques incl: drawing, painting and printing.
Using technology
Create mixed-media art using photographs they have taken. Edit photographs using computing software to achieve a final look. Take photos from different viewpoints and explain how the viewpoint changes the overall effec
Show consideration of light and shade when taking photos. Use the internet to research different artists and find out more about their art

## Collage

Andy Warhol
Incl digital art

Printing

## Hokusai

Block reduction


## Printing:

Learn the process of reduction printing
Develop techniques in mono, block and relief printing. Combine processes already learnt to produce an overlaid printed image.
Design and create printing blocks/tiles.
Effectively apply different printmaking methods, such as lino printing, relief printing, monoprinting and collagraph printing. Use printmaking techniques to print onto fabric. Create prints with two or three overlays.

## Textiles:

Dyes fabrics using tie-dye, batik etc
Sewing using various stitching patterns
Experiment with a range of media by overlapping and layering in order to create texture, effect and colour.
Add decoration to create effect.

## Textiles

Sewing

Key Stage 2 Art progression

