



# ART KNOWLEDGE Progression

This is how our children's art knowledge builds from Year 3 to Year 6, taking into account, prior learning (Year 2) and next stage (Year 7).

For pupils to become confident artists, they must learn, practice and secure the practical, theoretical and disciplinary knowledge. This will provide the scaffolding for pupils to experiment, invent and create work of their own. The progression plan will inform planning to ensure that learning is built within the lesson sequence, within the topic, within the year and overtime. We want our children to move from being a novice to becoming an expert artist.

#### The National Curriculum (KS2)

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.

#### Pillars of our Art Curriculum

## Become a critical, reflective artist

Create sketch books to record their observations and use them to review and revisit ideas. Also demonstrate knowledge of tools and techniques.

# Mastery of techniques: Drawing, Painting, and Sculpture

Improve their mastery of art and design techniques, including drawing, painting, and sculpture with a range of materials [for example, pencil, charcoal, paint, clay] and sculpture

### Study of great artists

Taught about great artists, architects, and designers in history

Unit of work	Year 2	Year 3	Year 4	Year 5	Year 6	Year 7
Autumn		Drawing	Sculpture	Drawing	Drawing	
Spring		Sculpture	Painting	Sculpture	Painting	
Summer		Painting	Drawing	Painting	Sculpture	
Area of Study	Year 2	Year 3	Year 4	Year 5	Year 6	Year 7
Become a critical, reflective artist	Know that drawing can be used to record ideas and experiences  Know and express clear preferences and provide reasons	Know that a sketchbook can be used for different purposes, including recording, observations, planning and shaping ideas  Know how to select and use a variety of materials and techniques  Know how to effectively use some of the tools and techniques they have chosen to work with.  Know how to reflect upon what they like and dislike about their work to improve it	Know that a sketchbook can be used to improve understanding, inform ideas and plan outcomes  Know how to use tools, they have chosen to work with effectively and safely.  Know how to apply the technical skills they are learning to improve the quality of their work  Know how to regularly reflect upon their own work make comparisons with other artists	Know that a sketchbook can be used for a variety of purposes, including: testing materials, planning, and recording information  Know how to engage in open ended research and exploration in the process of initiating and developing their own personal ideas  Know the importance of different sources (including observation and photograph) in developing their own work.  Know that they need to regularly analyse and reflect on their progress taking account of what they hoped to achieve.  Know how to adapt their work according to evaluation	Know how to systematically investigate, research and test ideas using sketchbooks  Know and use the technical vocabulary and techniques for modifying their work  Provide a reasoned evaluation of their own work which takes account of the starting points, intentions, and context behind the work.  Know how to conduct research independently, considering different sources  Know how to independently act to refine their technical and craft skills to improve the outcome  Know how to investigate and exploit the potential of new and unfamiliar materials	Know how to produce their very own personal responses to their projects which reflects identity and origin.  Know how to assess their own and others work, to celebrate successes and to share ideas to support further development.
Drawing	Know how to experiment with tools and surfaces.  Know how to draw on experiences and to draw  Know that pencil needs to be held correctly when drawing.	Know that different pencils create different tones (b, 2b, 4b etc)  Know that both observation and imagination can inform drawings.  Know that the flat edge of the pencil can be used	Know the correct materials to use to create the desired outcome.  Know that accurate observations will support more accurate drawings.  Know that shadows, light and dark can be created through shading.	Know which media and pencil techniques can be used to achieve a specific outcome.  Use and develop different styles of shading to create light and dark effects  Know how to develop	Independently know which media and pencil techniques can be used to achieve a specific outcome.  Use and develop different styles of shading to create light and dark effects with confidence.	Know that shapes, colours, forms, and marks can be used to achieve an abstract effect.  Develop drawing skills, from direct observation methods to using the grid system with mathematical accuracy.
	Know how to control marks made with different media.	for shading.  Know how to experiment with mark-making using different tools.	Know what tone, pattern and texture are and begin to use these in drawings.	key elements of their work through line, tone, pattern and texture  Know how to develop key elements of their work through line, tone, pattern and texture with confidence	Know and understand Geometry & Space in Art and use this to develop their own work.	

Sculpture (3D shape and form Architecture)	Know what mark making is and begin to experiment.  Know and describe a range of colours (warm, cool)  Know how to mix a range of secondary and tertiary colours.  Know what a colour wheel is and begin to discuss ideas.  Know the different types of paints and begin to discuss why those types are better suited to a particular piece of work.  Know how to create models from imagination and direct observation.  Know ways to join materials together and apply decorative techniques.  Know how to replicate	Know what tone is  Know that pattern can be used to create texture and produce an expanding range of patterns.  Know how to make initial sketches for painting  Know how to select and use appropriately a variety of materials and techniques to create own work.  Know how to make tints of one colour by adding white.  Know how to darken and lighten colours without using black / white.  Know how to mix/create colours on a large scale (wash)  Know how to control the types of marks made to create the desired effect (dry brush, wash etc)  Provide reasons for their selection of colours and how this reflects mood  Know how to work in a safe, organised way  Know how to plan, shape, mould and make constructions from different materials.  Know how to make slip to join and secure pieces of clay  Know about the importance of aesthetics  Know how to produce	Know how to represent scale and proportion  Know how to investigate the qualities of different materials and processes  Know what a tint, tone and shade is and how to create these with white and black.  Provide reasons for why certain colours have been selected and what effect it creates  Know how to select colour to reflect mood  Know how to create different brush strokes and why/when they might be used.  Know how to use techniques for joining and secure work to continue later  Know how to use techniques for joining and securing pieces of clay together (e.g., score and slip technique).  Know how to produce surface patterns using a range of processes to produce intricate patterns.	Know how to draw from different viewpoints, considering horizon lines  Know what perspective is and begin to use it in drawings.  Know that different colours can be mixed to give shades, tones, tints and be able to explain choices.  Know that colour can be used to express ideas, feelings, and mood.  Know how the paintbrush and other tools can be used to make controlled types of marks  Know sculptural forms in the environment and use these as inspiration for their own work.  Use a variety of techniques for joining materials together  Know that a range of media can be selected (due to their properties) for different purposes.	Know what perspective is and create focal points in a drawing.  Know how to make and discuss hue, tint, tone and shade  Know which brushstrokes create atmosphere and light effects.  Know how to purposefully control the types of marks/brushstrokes used to create desired effects.  Know how to use colours and brushstrokes to create atmosphere and light effects  Know how to use colours and brushstrokes to create atmosphere and light effects  Know what relief and freestanding work is and the types of media that can be used.  Know how to use frameworks to provide stability and form  Know how to use tools to add shape, texture and	Know and understand further colour mixes, colour connotations and symbolism as well as colour meanings around the world.  Know and develop brushwork skills and broken colour techniques to render the fleeting quality of light.  Know how you show foreground, middle ground and background in your work  Know how to use clay to construct using a variety of techniques – slab, pinch pot  Know what happens to clay to turn it into ceramics  Know how to effectively paint the finished product
Study of great artists	1,555		produce intricate	Know how to describe the work, ideas and working practices of some significant artists  Know how their work was influenced by their historical, cultural and social contexts		Know how to describe the message behind different artists work  Know how art can have an impact or raise awareness