



Art Curriculum Progression Map

Art Key Concepts					
Develop Ideas		Master Practical Techniques		Take Inspiration from the Greats	
End KS1		End Y4		End KS2	
Develop Ideas	<p>Respond to ideas and starting points</p> <p>Explore ideas and collect information</p> <p>Explore different methods and materials as ideas develop</p>	<p>Develop ideas from starting points throughout the curriculum</p> <p>Collect information, sketches and resources</p> <p>Adapt and refine ideas as they progress</p> <p>Explore ideas in a variety of ways</p> <p>Comment on art work using appropriate language</p>	<p>Develop and imaginatively extend ideas from starting points throughout the curriculum</p> <p>Collect information, sketches, resources and present ideas imaginatively in a sketchbook</p> <p>Use the qualities of materials to enhance ideas</p> <p>Spot the potential in unexpected result as work progresses</p> <p>Comment on art work with a clear grasp of appropriate language</p>		
Master Practical Techniques	<p>Painting</p> <p>Use thick and thin brushes</p> <p>Mix primary colours to make secondary</p> <p>Add white to colours to make tints</p> <p>Add black to colours to make tones</p> <p>Create colour wheels</p> <p>Collage</p> <p>Use a combination of materials that are cut, torn and glued</p> <p>Sort and arrange materials</p> <p>Mix materials to create textures</p> <p>Sculpture</p> <p>Use a combination of shapes</p> <p>Include lines and textures</p> <p>Used rolled up paper, straws, paper, card and clay as materials</p> <p>Use techniques such as rolling, cutting, moulding and carving</p>	<p>Painting</p> <p>Use a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines</p> <p>Mix colours effectively Use watercolour paint to paint to produce washes for backgrounds then add details</p> <p>Experiment with creating mood with colour</p> <p>Collage</p> <p>Select and arrange media for a striking effect</p> <p>Ensure work is precise</p> <p>Use coiling, overlapping, tessellation, mosaic and montage</p> <p>Sculpture</p> <p>Create and combine shapes to create recognisable forms</p> <p>Include textures that convey feelings, expression and movement</p>	<p>Painting</p> <p>Lightly sketch before painting to combine line and colour</p> <p>Create a colour palette based upon colours based in the natural or built world</p> <p>Use qualities of water colours or acrylic paints to create visually interesting pieces</p> <p>Combine colours, tone and tints to enhance the mood of a piece</p> <p>Use brush techniques and the qualities of paint to create texture</p> <p>Develop a personal style of painting, drawing on ideas from other artists</p> <p>Collage</p> <p>Mix textures</p> <p>Combine visual and textile qualities</p> <p>Use ceramic mosaic materials and techniques</p> <p>Sculpture</p>		



	<p>Drawing Draw lines of different thickness and sizes Colour their own work neatly following the lines Show patterns and textures by adding dots and lines Show different tones by using different coloured pencils</p> <p>Print Use repeating or overlapping shapes Mimic print from the environment Use objects to create prints Press, roll, rub ad stamp to make prints</p> <p>Textiles Use weaving to create a pattern Join materials (glue, stitch) Use plaiting Use dip dye techniques</p> <p>Digital Media Use a wide range of tools to create different textures, lines, tones, colours and shapes</p>	<p>Use clay and other mouldable materials Add materials to provide interesting details</p> <p>Drawing Use different hardness of pencils to show line, tone and texture Annotate sketches to explain and elaborate ideas Sketch lightly Use shading to show light and shadow Use hatching and cross hatching to show tone and texture</p> <p>Print Use layers of two or more colours Replicate patterns observed in natural or built environment Making printing blocks Make precise printing patterns</p> <p>Textiles Shape and stitch materials Use basic cross stitch and back stitch Colour fabric Create weavings Quilt, pad and gather fabric</p> <p>Digital Media Create images, video and sound recordings and explain why they were created</p>	<p>Show life-like qualities and real life proportions Combine visual and textile qualities Use frameworks (wires and moulds) to provide stability and form</p> <p>Drawing Use a variety of techniques to add interesting effects – shadowing, reflection, direction of sunlight Use a range of techniques to depict movement, perspective, shadows and reflection Choose a style of drawing suitable for the work Use lines to represent movement</p> <p>Print Build up layers of colour Create an accurate pattern, showing fine detail Use a range of visual elements to reflect the purpose of the work</p> <p>Textiles Show precision in techniques Choose from a range of stitching techniques Combine previously learned techniques to create pieces</p> <p>Digital Media Enhance digital media by editing</p>
<p>Take Inspiration from the Greats</p>	<p>Describe the work of notable artists, artisans and designers Use ideas from the artists studied to create pieces</p>	<p>Replicate some of the work used by notable artists, artisans and designers Create original pieces that are influenced by studies of others</p>	<p>Give details, including own sketches about the style of notable artists, artisans and designers 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</p>



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