



The Oaktree School – Art and Design Skills Progression

Art, craft and design embody some of the highest forms of human creativity. A high-quality art and design education should engage, inspire and challenge pupils, equipping them with the knowledge and skills to experiment, invent and create their own works of art, craft and design. As pupils progress, they should be able to think critically and develop a more rigorous understanding of art and design. They should also know how art and design both reflect and shape our history, and contribute to the culture, creativity and wealth of our nation.

Pupils should be taught:

- to use a range of materials creatively to design and make products
- to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination
- to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space
- about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work

	Year 1	Year 2
Units covered	<p><u>Line and Shade</u> Exploring line making using pencil, paint, collage and in the natural world.</p> <p><u>Colour</u> Using primary colours to explore the work of Picasso and Mondrian.</p> <p><u>Texture and Pattern</u> Mono printing using string to create repeating patterns.</p>	<p><u>Line and Shade</u> Learning about tonal range and using this to create form in a still life.</p> <p><u>Colour</u> Using primary and secondary colours to express mood/emotion in a Kandinsky inspired painting.</p> <p><u>Texture and Pattern</u> Exploring sculpture using only natural materials, inspired by the work of Andy Goldsworthy.</p>



The Oaktree School – Art and Design Skills Progression

<p>Exploring, developing and evaluating ideas (sketchbooks)</p>	<p>Select and record form from 1st hand observation, exploration and imagination and explore ideas for different purposes. This could be written, dictated, recorded on seesaw.</p> <p>Question and make thoughtful observations about starting points and select ideas to use in work</p> <p>Explore the roles and purposes of artists, crafts people and designers working in different times and processes</p> <p>Evaluate ideas, methods and compositions in own and others' work and say what they think and feel</p> <p>Adapt work and describe how it might be developed further</p> <p>Use sketch book to share their creative journey</p>	
<p>Drawing</p>	<p>Understand that drawing is a physical activity</p> <p>Explore lines made by moving fingers, wrist, shoulder, elbow and body</p> <p>Work at different scales appropriate to own level and motor skills</p> <p>Draw for a sustained period at own level</p> <p>Use music and images to inspire them in their drawings</p>	<p>Understand that we can hold implements in different ways to help us shade (grip, pressure, speed)</p> <p>Experiment with pencil grades to help to show form</p> <p>Experiment with shading techniques by completing drawing exercises</p> <p>Plan out their drawings by making a rough sketch</p> <p>Draw for a sustained period at own level, working with care and focus to create drawings that are not rushed</p> <p>Use different media to start to show the 3D form</p>
<p>Colour</p>	<p>Identify the primary colours on the colours wheel and understand that these can be used to make other colours</p> <p>Play with different mark making effects</p> <p>Use paint to create patterns and shapes</p> <p>Play with different implements – sponges, brushes, stamps etc</p>	<p>Understand how to use the primary colours to make secondary colours</p> <p>Use age-appropriate colour vocabulary</p> <p>Start to blend colours that are next to each other on the colour wheel using paint or pastel</p> <p>Think about how colour can show feelings and emotions</p>
<p>Printing</p>	<p>Print using a variety of materials and objects (including hands, feet, objects, mono prints)</p> <p>Play with ordering the printed images on paper</p> <p>Play with colour choices</p>	<p>Print using a variety of materials and objects</p> <p>Try out different objects to help choose the desired effect</p> <p>Create tessellations using printing</p>
<p>Collage and textiles</p>	<p>Explore colours, shape and composition with fabric and other materials</p> <p>Use collaged materials to create images and effects</p> <p>Use fabrics when printing</p>	<p>Experiment with layering and combining paper and card</p> <p>Explore layering of materials</p> <p>Experiment with joining fabrics</p>



The Oaktree School – Art and Design Skills Progression

3D form	Make images and sculptures by exploring the outside world and naturally sourced objects Use junk modelling to create form Describe and explain their sculpture	Use a variety of recycled materials to create 3D form Use sculptures to tell a story or show an image Choose colours to complement the sculptures Explore using natural and found objects in sculpture
General	Work on their own and collaboratively Work in 2D and 3D Work in different scales Use ICT Investigate artists and designers Vary the genres, styles and traditions studied	