

Ethelbert Road Primary school – Progression in skills for Art

Elements of Art & Principle of Design	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Line and Pattern	<ul style="list-style-type: none"> • Use a variety of horizontal & vertical lines in patterns • Fill in spaces with patterns 	<ul style="list-style-type: none"> • Create a contour drawing • create simple patterns 	<ul style="list-style-type: none"> • Create expressive/contour lines • Draw from observation • Create detailed patterns 	<ul style="list-style-type: none"> • Create expressive/contour lines Draw with more confidence from observation • Create more detailed patterns use line to form shading techniques. 	<ul style="list-style-type: none"> • Use expressive lines and patterns • Make detailed patterns with planned lines, colours & shapes Draw from observation using shading techniques 	<ul style="list-style-type: none"> • Use a wide variety of lines. • Draw detailed patterns & motifs • Use appropriate shading including hatching & cross-hatching confidently.
Shape	<ul style="list-style-type: none"> • Draw shapes from lines • Cut simple geometric shapes from paper 	<ul style="list-style-type: none"> • Identify geometric & organic shapes • Cut and arrange shapes to form an object or animal 	<ul style="list-style-type: none"> • Compare geometric & organic shapes • investigate how artists use shape. 	<ul style="list-style-type: none"> • Compare geometric & organic shapes and their effect. • Create a silhouette 	<ul style="list-style-type: none"> • Use geometric & organic shapes to create a planned composition 	<ul style="list-style-type: none"> • Use geometric and organic shape deliberately including in abstract art
Colour	<ul style="list-style-type: none"> • Create secondary colours from primary • Use colour wheel 	<ul style="list-style-type: none"> • Create secondary colours from primary • Identify warm & cool colours 	<ul style="list-style-type: none"> • Create tertiary colours using primary and secondary colours • Identify complementary colours 	<ul style="list-style-type: none"> • Create a range of tertiary colours using primary colours Identify analogous colours. (3 colours next to each other on the colour wheel) 	<ul style="list-style-type: none"> • Identify and use complementary/ analogous and warm/cool colours with purpose 	<ul style="list-style-type: none"> • explore the effect of using Monochromatic Complementary, analogous, warm and cool colours
Value	<ul style="list-style-type: none"> • Create tints by adding white to a colour 	<ul style="list-style-type: none"> • Create tints by adding white to a colour • Create shades by adding black to a colour 	<ul style="list-style-type: none"> • Create a watercolour wash • use tints & shades appropriately 	<ul style="list-style-type: none"> • Identify light source and use tints & shades to demonstrate. 	<ul style="list-style-type: none"> • Use tints and shades to create form. • Create value scale with tints & shades 	<ul style="list-style-type: none"> • Create tints & shades with multiple colours with purpose. • Use pencil or charcoal to create value (shading)

Space	<ul style="list-style-type: none"> • Overlap simple shapes • Show distance by here, near & far 	<ul style="list-style-type: none"> • Here, near & far landscape to show perspective • Positive Space 	<ul style="list-style-type: none"> • Here, near & far landscape • Perspective • Positive & negative space 	<ul style="list-style-type: none"> • Here, near & far perspective landscape • using observational drawing 	<ul style="list-style-type: none"> • Simple 1-point perspective • Positive & negative shapes • Overlapping 	<ul style="list-style-type: none"> • Detailed 1-point perspective • Create illusion of depth • Detailed overlapping
Texture	<ul style="list-style-type: none"> • Create texture with paint & texture tools or other medium 	<ul style="list-style-type: none"> • Stamping with sponges. 	<ul style="list-style-type: none"> • use texture to create paper for collage • Basic weaving 	<ul style="list-style-type: none"> • Use stamps, strokes & scraping • Mono Printmaking & fibre weaving 	<ul style="list-style-type: none"> • Detailed weaving • Printmaking 	<ul style="list-style-type: none"> using printing techniques with layering
Form	<ul style="list-style-type: none"> • Create pinch pots • Compare 2D & 3D shapes/objects 	<ul style="list-style-type: none"> • Create an object from a slab of clay • Draw to demonstrate form. • use highlights to create form. 	<ul style="list-style-type: none"> • Use scratch and slip to add pieces of clay together. • use paper/card to create 3D form/sculpture 	<ul style="list-style-type: none"> • Use techniques to add pieces of clay together confidently. • Basic coiling technique • Highlights & shadows 	<ul style="list-style-type: none"> • Combine 2D & 3D art in one composition • Use value to create Form. 	<ul style="list-style-type: none"> • Transfer an image onto clay • Use shading with light source to create form. Construct a sculptural piece.
Balance	<ul style="list-style-type: none"> • Make a simple symmetrical shape 	<ul style="list-style-type: none"> • Make a more detailed symmetrical shape 	<ul style="list-style-type: none"> • Identify symmetry & asymmetry Create radial symmetry 	<ul style="list-style-type: none"> • Compare/contrast symmetrical & asymmetrical objects/works of art 	<ul style="list-style-type: none"> • Create symmetry & asymmetry with purpose. 	<ul style="list-style-type: none"> • Use symmetry/ asymmetry effectively
Proportion	<ul style="list-style-type: none"> • Simple representation of facial features 	<ul style="list-style-type: none"> • Identify ears are on the side of the head, not near the top • Simple whole body 	<ul style="list-style-type: none"> • introduce how to turn a head & move figures 	<ul style="list-style-type: none"> • Use observation techniques • Use finer details with facial features • 3/4 view portrait 	<ul style="list-style-type: none"> • Create more realistic proportions • Expression with portraits • Whole body 	<ul style="list-style-type: none"> • Create more detailed & realistic proportions • Expression with portraits • Whole body
Movement & Rhythm	<ul style="list-style-type: none"> • Use repeated, swirling lines & shapes to make a simple figure appear to be moving 	<ul style="list-style-type: none"> • Create movement with lines • Use repeated lines, shapes & colours 	<ul style="list-style-type: none"> • Create movement with repeated elements 	<ul style="list-style-type: none"> • Use action lines • Create optical illusions 	<ul style="list-style-type: none"> • Create figures that appear to be moving • Use diagonal & implied lines 	<ul style="list-style-type: none"> • Use implied lines for movement • Use strong detailed repetition for movement

<p>Contrast & Emphasis</p>	<ul style="list-style-type: none"> • Identify a focal point • Use different colours & lines to show emphasis 	<ul style="list-style-type: none"> • Identify a focal point • Use different colours, lines & shapes to show emphasis 	<ul style="list-style-type: none"> • Use different colours, values, lines, shapes & sizes to show contrast • Make a focal point 	<ul style="list-style-type: none"> • Use different colours, values, lines (directions), shapes & sizes to show contrast • Make a focal point 	<ul style="list-style-type: none"> • Make a focal point • Use many different elements to show contrast & emphasis 	<ul style="list-style-type: none"> • Identify focal point in works of art • Make a focal point • Use many different elements to show contrast & emphasis
<p>Unity & Variety</p>	<ul style="list-style-type: none"> • Use different colours • Use line & shape to make a work of art feel whole 	<ul style="list-style-type: none"> • Use different elements for interest • Use colour, line & shape to make a work of art feel whole 	<ul style="list-style-type: none"> • Use different elements for interest • Arrange elements to make art feel complete 	<ul style="list-style-type: none"> • Use different elements for interest • Arrange detailed elements to make art feel complete 	<ul style="list-style-type: none"> • Arrange detailed elements to make art feel complete • Understand how and why artists use unity & variety 	<ul style="list-style-type: none"> • Arrange detailed elements to make art feel complete • Explain how to use unity & variety in your own art
<p>Key Vocabulary Each year uses and builds on the previous and is therefore not repeated here</p>	<p>Horizontal, vertical, Shape Names, Primary & Secondary Colours, Tint, Texture, Symmetrical, 2D, 3D, Near & Far</p>	<p>Pattern, Geometric, Warm & Cool Colours, Shade, Stamping, Positive Space, Proportion</p>	<p>Contour, Outline, Organic, Tertiary Colours, Complementary, Focal Point, Wash, Printing, Asymmetrical, Perspective, Negative Space, Expression</p>	<p>Silhouette, Monochromatic, Contrast, Movement, Light Source, Mono-Print, Coiling</p>	<p>Hatching, Cross Hatching, Scumbling, Composition, Analogous, Contrast & Emphasis, Symmetry, Asymmetry, 1-Point Perspective</p>	<p>Abstract, Implied Lines, repetition, Tone, Value, Radial Symmetry, Depth</p>