

Westacre Infant School Skills Progression

Subject Area: Art & Design

Coverage	<p style="text-align: center;">Year 1</p> <p>Spring term – To the Rescue Summer term – Animal Allsorts</p> <p>Children look at and talk about the work of artists and crafts people, their tools, and techniques, using them as a starting point to create a piece of art in a similar style. They design and verbally evaluate their work. Children begin to explore their own creative ideas and how to apply a range of materials. Artists and genre focus: Georgia O'Keefe, Barbra Hepworth, Vanessa Barragao, Joseph Turner, Henri Rousseau. Drawing, Painting, Sculpture, Collage Year 1 engage in Art Day which takes a close look at a piece of work by a chosen artist which enables them to experiment with materials and techniques and culminates in a collaborative piece by the three classes. Artwork is celebrated across school in displays, a Summer exhibition and is developed across different curriculum areas.</p>	<p style="text-align: center;">Year 2</p> <p>Autumn term – Africa Spring term – Great Fire of London, Victorians</p> <p>Children discuss and describe the work, technique and vision of artists, artisans and designers, using the chosen artist to create pictures in the given style by developing similar techniques in the process of producing a piece of art. They design & evaluate their finished pieces and the work of others. Children learn to take risks, to look at something in a new way and to become confident in developing their own ideas. Artists and genre focus: African Art, William Morris, Georges Seurat. Relief work, Collage, Pointillism, Printing. Year 2 engage in Art Day which takes a close look at a selected artist; Throughout the day they investigate & develop the techniques used by the artist, culminating in a collaborative piece by the three classes. Artwork is celebrated across school in a Summer exhibition and is developed across different curriculum areas.</p>
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	Year 1	Year 2
Drawing	<ul style="list-style-type: none"> • Consolidate fine motor control (line & shape) • Explore line with a single pencil (thick & thin, straight, curvy) • Begin to recognise & explore different media • Work from observation & imagination 	<ul style="list-style-type: none"> • Develop increasing pencil control (selected detail) • Produce a range of lines and effects with a single pencil • Experiment with a range of drawing media in different ways (eg blending, stippling) • Work from observation & imagination
Collage	<ul style="list-style-type: none"> • Consolidate fine motor skills for scissor control • Tear & stick a range of papers onto a background • Apply simple decoration • Use natural found pieces to create an image • Use glue & paste correctly with accuracy (glue sticks, glue brush) 	<ul style="list-style-type: none"> • Cut accurately along different kinds of line • Use a range of materials to create collage • Investigate & manipulate material to create different effects (eg twisting, scrunching) • Tear, cut, layer materials for different effects
Painting	<ul style="list-style-type: none"> • Name primary colours • Mix primary colours to produce secondary colours • Recognise warm & cool colours • Create tone by adding black/white • Create a range of marks, shapes, patterns with brushes • Create texture by adding other materials, (eg sand glue) • Paint from observation & imagination 	<ul style="list-style-type: none"> • Observe tones and shades of the same colour • Add white to lighten a colour in successive graduations • Darken a colour without using black • Observe & discuss colours in relationship to feelings/mood (eg yellow – cheerful, red – angry) • Paint from observation & develop tones by building layers of colour

Sculpture	<ul style="list-style-type: none"> • Manipulate a malleable material (eg clay) by rolling, squeezing, pinching, smoothing, twisting • Use simple tools for shaping & adding holes or hollows • Design a 3D piece, inspired by the work of a sculptor • Build a sculpture from a selected range of objects/recycled materials • Use language to describe materials, tools and methods 	<ul style="list-style-type: none"> • Use tools correctly & safely • Carve details into a malleable material, selecting and using suitable tools & techniques • Join two pieces of clay together • Design a 3D piece, referencing artist/crafts people as a starting point • Use card to build a 3D relief • Replicate patterns & forms in 3D • Use a range of decorative techniques • Use appropriate language to describe and explain a process
Printing	<ul style="list-style-type: none"> • Make rubbings to investigate texture • Print from an object, (eg vegetable, lego, sponge) • Develop simple patterns & designs from printed objects using paint • Develop a picture by using a range of printed objects with paint 	<ul style="list-style-type: none"> • Identify the form printing takes (eg wallpaper, fabric) • Develop a controlled, precise printing technique • Develop a detailed impressed image (eg press print tile) • Create repeat patterns with control • Use printing ink and rollers

If possible and where it is relevant, children will have the opportunity to work with a professional artist or crafts person