

Art & Design Curriculum Progression of Skills and Knowledge



Art, craft and design embody some of the highest forms of human creativity. At Westfields Junior School, we aim to provide high-quality art and design education which engages, inspires and challenge children, equipping them with the knowledge and skills to experiment, invent and create their own works of art, craft and design. As children progress through our school, through our thoughtfully designed curriculum that makes links to other areas of the curriculum, children are given opportunities to think critically and develop a more rigorous understanding of art and design. They also learn how art and design both reflect and shape our history, and contribute to the culture, creativity and wealth of our nation.

The National Curriculum for Art & Design

Years 3 - 6

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. Pupils should be taught:

- to create sketch books to record their observations and use them to review and revisit ideas
- to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]
- about great artists, architects and designers in history.

SKILLS	Progression of Skills			
	Year 3	Year 4	Year 5	Year 6
Colour mixing	<ul style="list-style-type: none"> • Consolidate and follow instructions to mix primary (red, yellow, blue), secondary (green, orange, purple). To learn how to mix tertiary colours (red-orange, blue-green etc) • Be able to apply colouring mixing skills when painting using an analogous colour scheme e.g. when painting clay fossils. 	<ul style="list-style-type: none"> • Make choices with primary and secondary colour e.g. painting impressionist landscapes. • Mix shades (adding black), tones (adding grey), and tints (adding white) to create a monochromatic colour scheme e.g. painting ancient Greek columns. 	<ul style="list-style-type: none"> • Apply knowledge of primary, secondary and tertiary colours when learning about how complementary colours add impact and vibrancy to art work e.g. portrait art. • Use complementary colours in a range of media e.g. using felt tips to create pointillism, using ICT for pop-art and blending oil pastels for fauvism. 	<ul style="list-style-type: none"> • Make independent, informed choices when selecting and applying colours to artwork e.g. creating local area paintings • Purposefully apply colour contrast to artwork for impact e.g. warm colours against cool colours in poppy art.
Designing	<ul style="list-style-type: none"> • Create 3 or 4 designs on a given theme. • Be able to select the most successful design demonstrating some 	<ul style="list-style-type: none"> • Use specific topic related art vocabulary selecting a final design. 	<ul style="list-style-type: none"> • Create, alter and refine design ideas with increasing confidence and be able to justify changes using art vocabulary e.g. when modifying Mayan mask designs. 	<ul style="list-style-type: none"> • Manipulate design ideas demonstrating consideration of the limitations of materials at any stage of the design process e.g.

	awareness of the limitations of materials e.g. when producing clay fossil designs.			when producing local area painting designs.
Drawing	<ul style="list-style-type: none"> Practise drawing a range of lines with control e.g. horizontal, vertical, diagonal, straight, thick, thin, dotted, curved, wavy, bumpy, zig zag, curly, spiral. Apply different types of line when sketching and adding detail, demonstrating control when doing so. 	<ul style="list-style-type: none"> Learn how to use shading techniques e.g. hatching, cross-hatching, stippling, scumbling, blending to add areas of shade. Range of pressures for desired outcome. Apply shading techniques when drawing architecture to and begin to understand how shading techniques create 3D form e.g. London skyline 	<ul style="list-style-type: none"> Apply shading techniques already learnt to create 3D forms including spheres e.g. chalk and scratch paper planets. Apply shading techniques to show light direction e.g. tree sketches. Apply techniques including an awareness of proportion when carrying out portrait sketching. 	<ul style="list-style-type: none"> Independently apply knowledge of taught drawing techniques to create form e.g. poppy sketches. Learn how to use drawing grids to accurately copy proportion and fine detail e.g. when sketching local area buildings. Explore the rules of perspective drawing when creating illusion and op-art e.g. horizon line, vanishing points, 3D lettering and optical art hand.
Painting	<ul style="list-style-type: none"> Begin painting controlled lines using fine brushstrokes e.g. Japanese blossom branches. Be able to evenly cover a 3D form in a paint layer e.g. painting clay fossils. 	<ul style="list-style-type: none"> Begin to experiment with watercolour pencils, learning how to blend and activate them with water to create different effects e.g. Clarice Cliff pottery designs. Explore the effects of combining materials, such as oil pastels with watercolour to create resist techniques e.g. impressionist landscape painting. 	<ul style="list-style-type: none"> Learn how to manipulate painting techniques when painting in a given style e.g. impressionist portrait paintings. Demonstrate an awareness of the techniques needed for painting larger scale 3D projects e.g. painting fine detail on paper mâché Mayan Masks. 	<ul style="list-style-type: none"> Experiment with fine painting techniques using colour, tones, textures and effects e.g. practise grid of elements from photograph. Apply fine painting techniques with intent on final composition e.g. local area painting.
Sculpting	<ul style="list-style-type: none"> Use techniques like rolling and guides to create a stable base to attach a simple sculpted clay form to e.g. fossil shape. Be able to consider the material's limitations e.g. using secure joints to attach clay form to a base. Be able to form sculptural shapes using natural materials when creating an outside art installation e.g. fossil shapes. 	<ul style="list-style-type: none"> Build more complex, free-standing forms like Roman vases using, pinch pot coils, slabs, crosshatching techniques and slip for structural integrity. Apply crosshatching techniques when attaching decorative elements e.g. handles. 	<ul style="list-style-type: none"> Use research and other preparatory work to aid design of a 3D sculpture. Demonstrate control in using papier-mâché, tin foil, and newspaper to create well-formed 3D sculpture e.g. Mayan mask. 	<ul style="list-style-type: none"> Sculpt more intricate 3D forms using Modroc e.g. poppies, shaping them over a given form. Create a variety of complex quilling shapes, taking inspiration from the artist Yulia Brodskava.
Printing	<ul style="list-style-type: none"> Experiment with a range of printing techniques e.g. animal prints. <p>Tile printing</p> <ul style="list-style-type: none"> Learn how to draw print patterns onto a small polystyrene tile and then how 		<ul style="list-style-type: none"> Apply skills of impressing a design onto a polystyrene tile. Focus on creating more complex print scenes e.g. Pete Thorpe space-theme. Print onto a mixed media background to create different 	

	<p>to transfer the image onto paper to create a repeated pattern.</p> <p>Mono-printing</p> <ul style="list-style-type: none"> • Experiment with symmetrical printing by folding a print medium in half to create a mirrored image e.g. butterfly. <p>String print</p> <ul style="list-style-type: none"> • Learn string printing techniques by adhering string onto card to create designs e.g. peacock feather pattern. 		<p>effects e.g. tissue paper, card, pen.</p> <ul style="list-style-type: none"> • Apply the rules of 'pencil shading techniques' to create 3D form in printing e.g. printing planets. 	
Collage		<ul style="list-style-type: none"> • Experiment with methods to adhere different types of textured paper and fabrics e.g. folding and crumpling tissue paper, patterned paper, magazines etc. • Develop the ability to cut or tear paper with increasing precision e.g. architectural shapes. • Be able to arrange different textures and materials to create a well thought out collage composition e.g. architectural landscape collage. 	<ul style="list-style-type: none"> • Apply knowledge of different types of paper to select appropriate materials to collage detail onto a 3D form e.g. when adding fine detail and decorations to papier mâché Mayan masks. • Confidently apply collage skills when adding final layers to papier mâché e.g. when shaping paper to add detail and decoration onto Mayan masks. • Demonstrate an understanding of how to layer papier mâché in different directions to strengthen the structure and prevent curling edges. 	<ul style="list-style-type: none"> • Demonstrate a good level of control when manipulating paper (rolling, folding, and shaping) into delicate quilling shapes e.g. when completing poppy artwork.
Textiles		<ul style="list-style-type: none"> • Understand how different types of fabrics adhere to each other. • Apply knowledge of fabrics when layering shapes and textures to create a collage e.g. architectural collage. 		<ul style="list-style-type: none"> • Apply taught sewing techniques (link to DT) to create line and colour when embroidering shape e.g. poppies.
ICT/ Photography skills	<p>Revelation Art</p> <ul style="list-style-type: none"> • Explore tools using 'Revelation Art Advanced' programme e.g. using the fill tool to create animal art. 		<p>Revelation art</p> <ul style="list-style-type: none"> • Apply knowledge of Revelation art tools to independently create a specific style of art movement e.g. pop-art self-portrait. 	<p>Photography</p> <ul style="list-style-type: none"> • Design and create forced perspective photography e.g. forced perspective photos.

KNOWLEDGE	Progression of Knowledge			
	Year 3	Year 4	Year 5	Year 6
Theoretical Traditional: before 1860s Modern: 1860s-1960s, Contemporary: 1945 onwards	Artist Know facts about and describe the key features of an artist work and apply them to own artwork: ✓ William Morris as a modern print artist ✓ Andy Goldsworthy as a contemporary outdoor installation artist	Artists and architects <ul style="list-style-type: none"> Know facts about and explore art by great artists from different times and places, identify the key features of their art and apply to own artwork: ✓ Traditional artists - Monet, Hokusai, aboriginal dot art ✓ Architects - Ancient Greek, London Eye: 2000, Julia Barfield and David Marks. Gherkin: 2003, Norman Foster. London Bridge: 1973 Lord Holford. Big Ben: 1859, Augustus Pugin ✓ Ceramics - Clarice Cliff 1889-1972	Great artists and art movements <ul style="list-style-type: none"> Know that art takes different forms and includes work produced by designers and illustrators: Know facts about and make links between artists and art movements and understand the concept of an art movement includes groups of artists: ✓ Pop art (Andy Warhol) Fauvism (Matisse) Impressionism (van-Gogh) Pointillism (Surat) ✓ Contemporary designer/illustrator - magazine artists Peter Thorpe	Great artists, art movements, architecture and craft maker. <ul style="list-style-type: none"> Use knowledge of artists and art movements as inspiration to develop own style and able to use art vocabulary to explain choices: ✓ Contemporary artists - Georgia O'Keeffe and Bridget Riley <ul style="list-style-type: none"> Know about and explain the difference between artist and craft makers and take inspiration for own artworks: ✓ Contemporary craft maker - Quilling craft by Yulia Brodsyla ✓ 14th-16th century grid method ✓ Leonardo du Vinci 1452-1519
Colour theory	<ul style="list-style-type: none"> Know and identify primary, secondary and tertiary colours on the colour wheel. Know and explain what analogous colours are. Know the impact and effect of adding white to colour. 	<ul style="list-style-type: none"> Use knowledge of colour mixing primary and secondary colours to make choices e.g. when painting impressionist landscapes. Know the impact and effect of mixing shades, tones and tints to show a change in colour. 	<ul style="list-style-type: none"> Know and understand the term 'complementary colours' and know how to create them using a range of media e.g. when dotting using felt tips to create pointillism, when using ICT for pop-art and when blending oil pastels for fauvism. Demonstrate a secure knowledge of primary, secondary, complementary and contrasting colours and explain how they add impact to artwork e.g. when creating self-portraits. 	<ul style="list-style-type: none"> Know and explain how using warm and cool colours adds vibrancy and impact to artwork e.g. when painting in the style of Georgia O'Keeffe.