

Crawley Ridge Junior School Skills Progression Art

At Crawley Ridge Junior School, we are committed to providing an art and design curriculum that stimulates creativity, imagination and inspiration for all pupils. We strive to equip our pupils with the skills and knowledge necessary for them to experiment and express their individual interests, thoughts and ideas. As pupils progress, they should be able to think critically and develop a more rigorous understanding of art and design through the exposure to a diverse range of artists.

	Year 3	Year 4	Year 5	Year 6
Themes	Plants Botanist artist study of Margaret Mee Illustrators – Isabel Grant, Quentin Blake and Rob Biddulph Every picture tells a story (Kapow) Celtic Designs prehistoric art (Kapow)	Drawing architecture Ancient Greek Designs Print making (Kapow) Georgia O’Keefe and William Morris – Inspired by Nature	Water Patterns Space Art inspired by Peter Thorpe Tudor Portraits Tudor architecture	World War II – Lowry Every picture tells a story – Banksy Repeating patterns (Kapow) Digital Art – using photography – Wild World
Drawing	Use a range of drawing media	To choose the appropriate drawing media	To use line to represent movement	To use charcoal to create shadow and tone
Exploring mark-making in all its forms, experimenting with line, tone and texture and using a wide range of materials to express ideas as drawings. Using sketchbooks to record observations about the world as drawings. Learning how drawing is used by artists to develop and	To use continuous line to develop observational skills	To draw buildings in realistic proportions including the position of the key features.	To develop tonal graduation and thickness of line within a continuous line drawing.	To use charcoal lines to communication mood
	To use simple geometrical shapes to draw from imagination	To use geometric shapes to draw late Victorian buildings	To use backwards and forwards sketching to depict form	To use repeating patterns to create mandalas and Rangoli designs

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communicate their ideas creatively.	To draw both negative and positive shapes	To add detail using fine pencil lines	To use rubbers for mark making to capture texture and tone.	To use line to express mood in Zentangle designs.
	To use initial sketches as preparation for water colouring.	To use a grid in order to scale down or scale up a pattern.	To use apply mark making techniques to chalk pastels	To draw a self portrait using a series of lines and experimenting with 'halo' and 'chiaroscuro' techniques
	Use a 2B pencil to make tones that go from light to dark	To draw plants from life using a view finder.	To use observational skills in order to draw a Tudor building (develop into monoprint) To draw from different perspectives	
			To use observational skills and knowledge of proportion to draw portraits	
Painting Developing proficiency in painting techniques (including exploring colour mixing), painting on a range of surfaces and applying drawing skills to painting projects. Using sketchbooks to practise painting methods and exploring the interplay	To use watercolours to create a background wash	To use textural materials to paint a desired effect	To use watercolour techniques to create texture and tone	To paint in the style of impressionist painters
	To use the correct brush to paint details, line and edges of shapes.	To use complementary and contrasting colours for effect	To use a range of brushes and tone to create movement using watercolour	To use paint to express mood and to tell a story

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<p>between different media within a piece of artwork.</p>	<p>To mix secondary and tertiary colours to paint with.</p>	<p>To paint and mix colours like Paul Cezanne</p>	<p>To use knowledge of complimentary colours to create contrasting images for abstract art</p>	<p>To apply paint in tones of black, white and grey ensuring the whole piece is balanced.</p>
	<p>To create depth by using tone</p>	<p>To use bold colours to paint in the style of Georgia O'Keefe</p>	<p>To use understanding of foreground and background to create a silhouette image.</p>	
	<p>To use watercolours to bring a character to life</p>	<p>To choose the correct brushes to paint fine details.</p>		
<p>Sculpture</p> <p>Constructing and creating models with a wide variety of materials, investigating ways to express ideas in three dimensions. Developing the ability to adapt ideas and designs in sketchbooks, moving from two dimensions into sculpture.</p>	<p>To roll a piece of clay to the correct even thickness</p>	<p>To roll a piece of clay and cut it using a template</p>	<p>To roll a piece of clay and cut it using a template</p>	<p>To create a sculpture of a head using clay</p>
	<p>To use a template to cut a piece of the clay</p>	<p>To layer pieces of clay using hatching and slip to build a more 3D construction.</p>	<p>To apply pieces of clay to create a 3D representation of water.</p>	<p>to use sculpting tools to facial expressions which convey an emotion</p>
	<p>To use tools to carve into a clay tile</p>	<p>To use tools to build texture into the design</p>	<p>To use tools to mould the clay to create movement</p>	

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	To follow and adapt a design	To apply glaze in layers to create a block colour effect.	To apply glaze in layers to create a textured appearance	
Printing and digital media becoming proficient in a range of making processes including, print making photography and digital media	To design and make a block press print tile using a Celtic design	To design and make a block press print tile using two colours	To design an architectural print	To use emojis and drama to tell a story
	To transfer the design onto a polystyrene tile using the pin and pencil method	To transfer the design two colour onto a polystyrene tile using the pin and pencil method	To create a clear monoprint using mark making techniques to show texture and tone.	To make ink symmetry prints
	To print the tile in a repeating pattern using one colour ink	To create a collage background for the press print	To evaluate then create a detailed and accurate monoprint that makes use of compositional dynamics	To apply composition, colour and light knowledge when taking photographs
		To choose two complimentary colours to print.		To use photography alongside abstract images.
Sketchbooks	To show exploration of ideas and understanding of key artists and their styles.	To show an understanding of key artists and their styles and apply these to their own work	To use the sketchbook to show the journey from exploring a key artist to developing and changing initial ideas into the final piece.	To investigate, research and test ideas and plans using sketchbooks.
	To use a sketchbook for recording observations, planning and shaping ideas.	To use sketchbooks to purposefully improve understanding, inform ideas and explore potential.	To use sketchbooks for recording observations, developing ideas, planning and recording information.	To understand sketchbooks are places to explore personal creativity.