



St Michael's CE Aided School

Art Curriculum Map

Progression of Knowledge and Skills

Early Years	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<p>Physical Development</p> <p>Develop their small motor skills so that they can use a range of tools competently, safely and confidently, including scissors, paintbrushes and cutlery. Use their core muscle strength to achieve a good posture when sitting at a table or sitting on the floor. Hold a pencil effectively in preparation for fluent writing – using the tripod grip in almost all cases. Begin to show accuracy and care when drawing.</p> <p>Expressive Arts and Design</p> <p>Explore, use and refine a variety of artistic effects to express their ideas and feelings (collage, clay, sculpture, printing, paint/colour, drawing) Return to and build on their previous learning, refining ideas and developing their ability to represent them. Create collaboratively, sharing ideas, resources and skills. Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. Share their creations, explaining the process they have used.</p>	<p>Children will be learning about; Using drawing, collage & mark making to explore spirals. They will be introduced to sketchbooks. Watercolour and discovering we can use accidental marks to help us make art. Exploring materials and intention making boats that float and sea creatures.</p> <p>Generating Ideas</p> <p>Recognise that ideas can be expressed in art work and experiment with an open mind.</p> <p>Making</p> <p>Try out a range of materials and processes and recognise that they have different qualities. Use materials purposefully to achieve particular characteristics or qualities.</p> <p>Evaluating</p> <p>Show interest in and describe what they think about the work of others</p> <p>Knowledge and understanding</p> <p>How to recognise and describe some simple characteristics of different kinds of art, craft and design. The names of the tools, techniques and the formal elements (colours, shapes, tones etc) that they use.</p>	<p>Children will be learning about; How artists can be collectors and explorers and developing their drawing and composition skills. How to use a simple mono print technique to develop drawing skills, encourage experimentation and ownership. Architecture and creating architectural models.</p> <p>Generating Ideas</p> <p>Try out different activities and make sensible choices about what to do next. Use drawing to record ideas and experiences.</p> <p>Making</p> <p>Deliberately choose to use particular techniques for a given purpose. Develop and exercise some care and control over the range of materials they use.</p> <p>Evaluating</p> <p>When looking at creative work, express clear preferences and give some reasons for these.</p> <p>Knowledge and understanding-</p> <p>That different forms of creative works are made by artists, craftspeople and designers, from all cultures and times and be able to talk about the materials, techniques and processes they have used, using an appropriate vocabulary.</p>	<p>Children will be learning about; Making loose, gestural drawings with charcoal and exploring drama and performance. How artists combine media to create work in response to landscape. Use acrylic and thread to make a painted and stitched piece. How artists are inspired by other art forms- in this case how we make sculpture inspired by literature and film.</p> <p>Generating Ideas</p> <p>Gather and review information, references and resources related to their ideas and intentions. Use a sketchbook for different purposes, including recording observations, planning and shaping ideas.</p> <p>Making</p> <p>Develop practical skills by experimenting with and testing the qualities of, a range of different materials and techniques. Select and use appropriately, a variety of materials and techniques in order to create their own work.</p> <p>Evaluating</p> <p>Take the time to reflect upon what they like and dislike about their work in order to improve it.</p> <p>Knowledge and understanding</p> <p>Know about and describe the work of some artists, craftspeople, architects and designers and be able to explain how to use some of the tools and techniques they have chosen to work with.</p>	<p>Children will be learning about; How artists create sequenced drawings to share and tell stories. The will create accordion books or comic strips to retell poetry or prose through drawing. How we can use colour, line and shape to create patterns, including repeating patterns, through block printing. How we might use food and art to bring us together.</p> <p>Generating Ideas</p> <p>Select and use relevant resources and references to develop their ideas. Use sketchbooks, and drawing, purposefully to improve understanding, inform ideas and plan for an outcome.</p> <p>Making</p> <p>Investigate the nature and qualities of different materials and processes systematically. Apply the technical skills they are learning to improve the quality of their work.</p> <p>Evaluating</p> <p>Regularly reflect upon their own work, and use comparisons with the work of others (pupils and artists) to identify how to improve.</p> <p>Knowledge and understanding</p> <p>Know about and describe some of the key ideas, techniques and working practices of a variety of artists, craftspeople, architects and designers that they have studied. Know about, and be able to demonstrate, how tools they have chosen to work with, should be used effectively and with safety.</p>	<p>Children will be learning about; Exploring how we can create typography through drawing and design and use our skills to create personal and highly visual maps. How to combine the monotype process with painting and collage to make visual poetry zines. How to create a model set for theatre or animation inspired by poetry, prose, film or music.</p> <p>Generating Ideas</p> <p>Engage in open ended research and exploration in the process of initiating and developing their own personal ideas. Confidently use sketchbooks for a variety of purposes including: recording observations; developing ideas; testing materials; planning and recording information.</p> <p>Making</p> <p>Confidently investigate and exploit the potential of new and unfamiliar materials. Use their acquired technical expertise to make work which effectively reflects their ideas and intentions.</p> <p>Evaluating</p> <p>Regularly analyse and reflect on their progress taking account of what they hoped to achieve.</p> <p>Knowledge and understanding</p> <p>Research and discuss the ideas and approaches of a various artists, craftspeople, designers and architects, taking account of their particular cultural context and intentions. Know how to describe the processes they are using and how they hope to achieve high quality outcomes</p>	<p>Children will be learning about; How 2D drawings can be transformed to 3D objects. Work towards a sculptural outcome or a graphic design outcome. How artists use layers and juxtaposition to create artwork, which explores identity. How to make their own layered portrait. Exploring how artists use light, form and colour to create immersive environments.</p> <p>Generating Ideas</p> <p>Independently develop a range of ideas which show curiosity, imagination and originality. Systematically investigate, research and test ideas and plans using sketchbooks and other appropriate approaches.</p> <p>Making</p> <p>Independently take action to refine their technical and craft skills in order to improve their mastery of materials and techniques. Independently select and effectively use relevant processes in order to create successful and finished work.</p> <p>Evaluating</p> <p>Provide a reasoned evaluation of both their own and professionals' work which takes account of the starting points, intentions and context behind the work.</p> <p>Knowledge and understanding</p> <p>Know how to describe, interpret and explain the work, ideas and working practices of some significant artists, craftspeople, designers and architects taking account of the influence of the different historical, cultural and social contexts in which they worked. Know about the technical vocabulary and techniques for modifying the qualities of different materials and processes</p>