

# Lea Community Primary School



## Progression of Knowledge Art and Design



Academic Year 2025-2026



Progression of Knowledge in Art and Design at Lea Community Primary School

Procedural Knowledge

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	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Vocabulary	Artist, Bumpy, Chalk, Circle, Colours, Curved, Drawing, Feeling, Felt tips, Hard, Line, Long, Mark, Mark making, Medium, Observational drawing, Observe, Oil pastel, Paint, Pattern, Pencils, Ridged, Rough, Rubbing, Self-portrait, Short, Smooth, Soft, Squiggly, Straight, Texture, Thick, Thin, Wavy, Wax crayons, Zig-zag	Line, Vertical, Horizontal, Diagonal, Wavy, Straight, Cross-hatch, Optical art, 2D shape, 3D shape, Abstract, Narrative, Printing, Shade, Form, Continuous, Mark making, Observe, Dots, Circle, Lightly, Firmly, Texture, Shadow, Charcoal, Pastel, Chalk	Charcoal, Mark-making, Lines, Thick, Thin, Texture, Stippling, Hatching, Cross hatching, Scribbling, Blending, Sketch, Illustrator, Illustrations, Expression, Emoji, Emotion, Storyboard, Frame, Re-tell, Concertina	Geometric, Organic, Shape, Line, Object, Arrangement, Light, Dark, Shading, Tone, Grip, Smooth, Blend, Even, Frottage, Rubbing, Surface, Texture, Pressure, Tool, Tear, Cut, Botanist, Botanical, Scientific, Magnified, Form, Scale, Composition, Abstract,	Contrast, Observational drawing, Shading, Shadow, Tone, Gradient, Three dimensional (3D), Proportion, Symmetry, Pattern, Composition, Precision, Mixed media, Wax-resist, Highlight, Collage, Combine, Parallel, Hatching, Cross-hatching,	Retro-futurism, Futuristic, Imagery, Culture, Cold War, Propaganda, Space race, Purpose Stimulus, Decision, Process, Technique, Collagraphy, Collagraph, Repetition, Printing plate, Composition, Printmaking, Evaluate, Revisit, Develop	Maya, Mayan, Imagery, Mark making, Expressive, Character traits, Symbol, Symbolic, Interpretation, Aesthetic, Representative, Tone, Chiaroscuro, Technique, Graffiti, Guerilla, Mural, Street art, Commissioned, Tone, Tonal, Composition, Impact, Audience

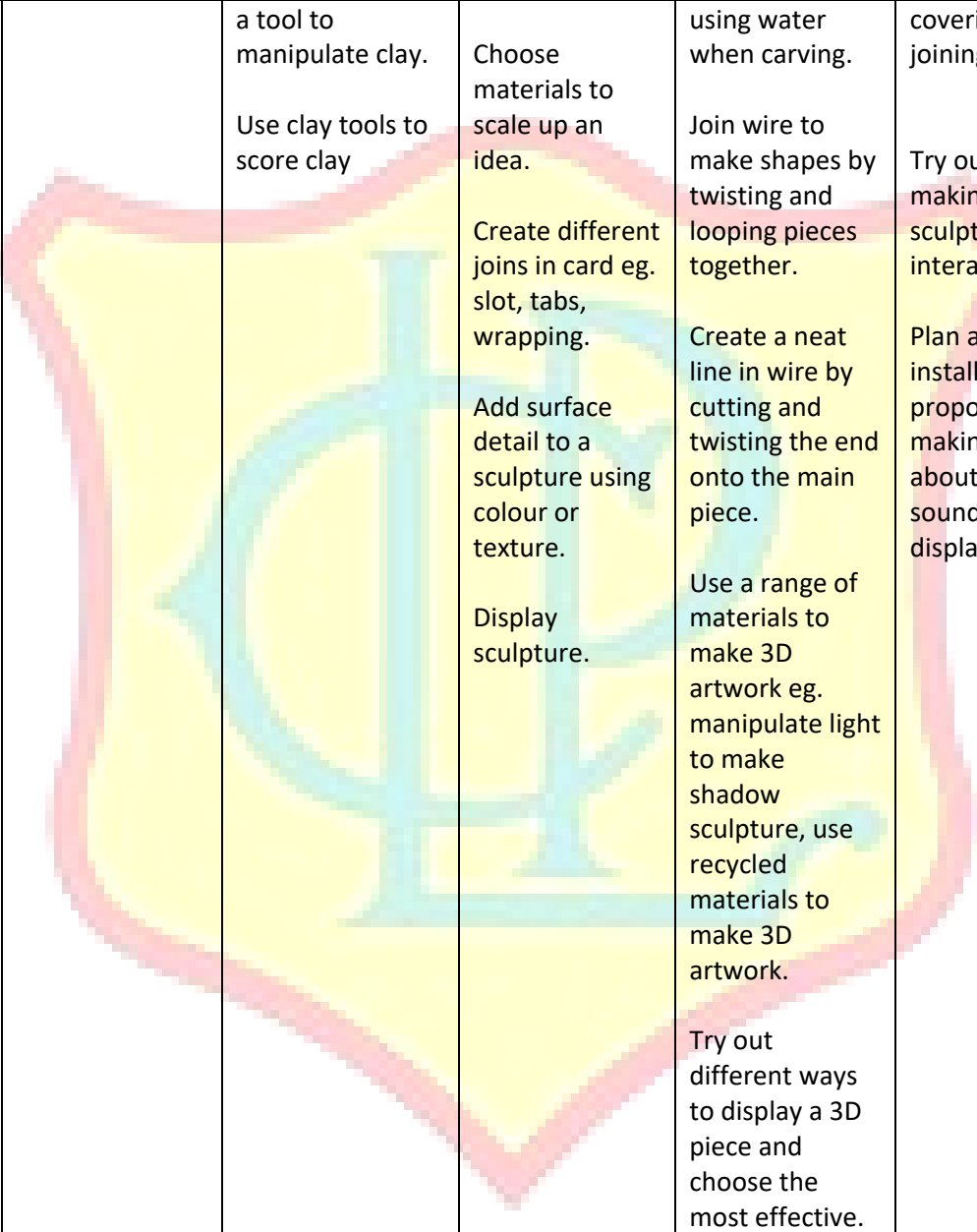
				Frame, Gestural, Expressive, Viewfinder	Viewfinder, Collaborate, Collaboratively, Printmaking, Abstract, Figurative, Monoprint, Block print		
<b>Drawing:</b> Methods, techniques, media and materials	Explore mark making using a range of drawing materials. Investigate marks and patterns when drawing. Identify similarities and difference between drawing tools. Investigate how to make large and small movements with control when drawing. Practise looking carefully when drawing. Combine materials when drawing.	That a continuous line drawing is a drawing with one unbroken line.  Properties of drawing materials eg; which ones smudge, which ones can be erased, which ones blend.  <b>How to:</b>  Hold and use drawing tools in different ways to create different lines and marks.  Create marks by responding to different	How different marks can be used to represent words and sounds.  That a combination of materials can achieve the desired effect.  That charcoal is made from burning wood.  <b>How to:</b>  Use different materials and marks to replicate texture.  Manipulate materials and surfaces to create textures. Eg scratching	<b>How to:</b>  Use shapes identified within in objects as a method to draw.  Create tone by shading.  Achieve even tones when shading.  Make texture rubbings.  Create art from textured paper.  Hold and use a pencil to shade.  Tear and shape paper.	<b>How to:</b>  Use pencils of different grades to shade and add tone.  Hold a pencil with varying pressure to create different marks.  Use observation and sketch objects quickly.  Draw objects in proportion to each other.  Use charcoal and a rubber to draw tone.  Use scissors and paper as a	What print effects different materials make.  <b>How to:</b>  Analyse an image that considers impact, audience and purpose.  Draw the same image in different ways with different materials and techniques.  Make a collagraph plate.  Make a collagraph print.  Develop drawn ideas for a print.	Gestural and expressive ways to make marks.  Effects different materials make.  The effects created when drawing into different surfaces.  <b>How to:</b>  Use symbolism as a way to create imagery.  Combine imagery into unique compositions.  Achieve the tonal technique called chiaroscuro.

		<p>stimulus such as music.</p> <p>Overlap shapes to create new ones.</p> <p>Use mark making to replicate texture.</p> <p>Look carefully to make an observational drawing.</p> <p>Complete a continuous line drawing</p>	<p>with tools or blending with fingers.</p> <p>Use marks and lines to show expression on faces.</p> <p>Make a concertina book.</p> <p>Use drawing to tell a story.</p> <p>Use charcoal to avoid snapping and to achieve different types of lines.</p> <p>Use drawing pens.</p>	<p>Use paper shapes to create a drawing.</p> <p>Use drawing tools to take a rubbing.</p> <p>Make careful observations to accurately draw an object.</p> <p>Create abstract compositions to draw more expressively.</p>	<p>method to 'draw'.</p> <p>Make choices about arranging cut elements to create a composition.</p> <p>Create a wax resist background.</p> <p>Use different tools to scratch into a painted surface to add contrast and pattern.</p> <p>Choose a section of a drawing to recreate as a print.</p> <p>Create a monoprint.</p>	<p>Combine techniques to create a final composition.</p> <p>Decide what materials and tools to use based on experience and knowledge.</p>	<p>Make handmade tools to draw with.</p> <p>Use charcoal to create chiaroscuro effects.</p>
<b>Vocabulary</b>	Hue, Shade, Primary colour, Secondary colour, Pattern, Mix, Blend, Print, Shape, Kaleidoscope,	Hue, Shade, Primary colour, Secondary colour, Pattern, Mix, Blend, Print, Shape, Kaleidoscope,	Mixing, Primary colour, Secondary colour, Texture, Collage, Overlap, Detail, Surface	Charcoal, Composition, Negative image, Pigment, Positive image, Prehistoric, Proportion,	Portrait, Landscape, Shadow, Tint, Shade, Texture, Contrasting, Vivid, Muted, Formal, Patterned,	Background, Continuous line drawing, Portrait, Self-portrait, Paint wash, Collage, Texture, Composition,	Artist, Compositions, Evaluation, Medium, Mixed media, Technique, Translate, Analyse,

	Texture, Space, Thick	Texture, Space, Thick		Smudging, Scaled up, Sketch, Texture, Tone	Abstract, Detailed, Figurative, Three dimensional (3D), Grid, Technique, Mark-making, Composition, Dabbing paint, Stippling paint, Paint wash, Pointillism	Carbon paper, Transfer, Printmaking, Monoprint, Mixed media, Multi media, Justify, Research, Evaluate, Represent, Atmosphere, Art medium	Meaning, Narrative, Interpret, Justify, Inference, Respond, Tableau, Abstract, Convey, Compose, Thought-provoking
<b>Painting and mixing media:</b> Methods, techniques, media and materials	<p>Explore paint, using hands as a tool.</p> <p>Describe colours and textures as they paint.</p> <p>Explore what happens when paint colours mix.</p> <p>Make natural painting tools.</p> <p>Investigate natural materials eg paint, water for painting.</p> <p>Explore paint textures, for example mixing in other materials or adding water.</p>	<p>Combine primary coloured materials to make secondary colours.</p> <p>Mix secondary colours in paint. Choose suitable sized paint brushes.</p> <p>Clean a paintbrush to change colours.</p> <p>Print with objects, applying a suitable layer of paint to the printing surface.</p>	<p>Mix a variety of shades of a secondary colour.</p> <p>Make choices about amounts of paint to use when mixing a particular colour.</p> <p>Match colours seen around them.</p> <p>Create texture using different painting tools. Make textured paper to use in a collage.</p> <p>Choose and shape collage</p>	<p>Use simple shapes to scale up a drawing to make it bigger.</p> <p>Make a cave wall surface.</p> <p>Paint on a rough surface.</p> <p>Make a negative and positive image.</p> <p>Create a textured background using charcoal and chalk.</p> <p>Use natural objects to make</p>	<p>Mix a tint and a shade by adding black or white.</p> <p>Use tints and shades of a colour to create a 3D effect when painting.</p> <p>Apply paint using different techniques eg. stippling, dabbing, washing.</p> <p>Choose suitable painting tools. Arrange objects to create a still life composition.</p>	<p>Develop a drawing into a painting.</p> <p>Create a drawing using text as lines and tone.</p> <p>Experiment with materials and create different backgrounds to draw onto.</p> <p>Use a photograph as a starting point for a mixed-media artwork.</p> <p>Take an interesting</p>	<p>Use sketchbooks to research and present information.</p> <p>Develop ideas into a plan for a final piece.</p> <p>Make a personal response to the artwork of another artist.</p> <p>Use different methods to analyse artwork such as drama, discussion and questioning.</p>

	<p>Respond to a range of stimuli when painting.</p> <p>Use paint to express ideas and feelings.</p> <p>Explore colours, patterns and compositions when combining materials in collage.</p>	<p>Overlap paint to mix new colours.</p> <p>Use blowing to create a paint effect.</p> <p>Make a paint colour darker or lighter (creating shades) in different ways eg. adding water, adding a lighter colour.</p>	<p>materials eg cutting, tearing.</p> <p>Compose a collage, arranging and overlapping pieces for contrast and effect.</p> <p>Add painted detail to a collage to enhance/improve it.</p>	<p>tools to paint with.</p> <p>Make natural paints using natural materials.</p> <p>Create different textures using different parts of a brush.</p> <p>Use colour mixing to make natural colours.</p>	<p>Plan a painting by drawing first.</p> <p>Organise painting equipment independently, making choices about tools and materials.</p>	<p>portrait photograph, exploring different angles.</p> <p>Adapt an image to create a new one.</p> <p>Combine materials to create an effect.</p> <p>Choose colours to represent an idea or atmosphere.</p> <p>Develop a final composition from sketchbook ideas.</p>	
Vocabulary	<p>3D art, Bend, Clay, Chop, Collage, Cut, Evaluate, Flatten, Join, Landscape, Pinch, Plan, Poke, Pull, Push, Reflect, Roll, Sculpture, Silky, Slimy, Slippery, Smooth, Squash, Squelchy, Sticky, Stretch, Twist, Wet</p>	<p>Sculpture, Artist, Three dimensional (3D), Cylinder, Curve, Loop, Tube, Concertina, Overlap, Spiral, Zig-zag, Carving, Mosaic, Imagine</p>	<p>Roll, Smooth, Flatten, Shape, Cut, Pinch pot, Thumb pot, Ceramic, Glaze, Score, Slip, Surface, Join, Sculpture, Sculptor, Plaster, Casting, Negative space, Three dimensional, In</p>	<p>Sculpture, Structure, Three-dimensional, Found objects, Sculptor, Abstract, Negative space, Positive space</p>	<p>Visualisation, Ceramics, Two-dimensional (2D), Three-dimensional (3D), Organic shape, Sculpture, Tone, Form, Carving, Model, Hollow, Figurative, Abstract, Quarry,</p>	<p>Display, Installation art, Mixed media, Features, Evaluate, Analyse, Location, Scale, Scaled down, Special effects, Three dimensional, Art medium, Performance</p>	<p>Expression, Self, Identity, Attribute, Symbolic, Literal, Assemblage, sculpture, Manipulate, Relief, Composition, Juxtaposition, Embedded, Tradition, Pitfall,</p>

			relief, Detail, Impressing		Texture, Surface, Join, Pliers, Template, Secure, Mesh, Found objects, Typography, Welding, Weaving	art, Stencil, Atmosphere, Props, Influence, Experience, Culture, Revolution, Concept, Elements, Interact, Interactive	Representation, Originality, Collection
<p><b>Sculpture and 3D:</b></p> <p>Methods, techniques, media and materials</p>	<p>Explore the properties of clay.</p> <p>Use modelling tools to cut and shape soft materials eg. playdough, clay.</p> <p>Select and arrange natural materials to make 3D artworks.</p> <p>Talk about colour, shape and texture and explain their choices.</p> <p>Plan ideas for what they would like to make.</p> <p>Problem-solve and try out solutions when using</p>	<p>Roll and fold paper.</p> <p>Cut shapes from paper and card. Cut and glue paper to make 3D structures.</p> <p>Decide the best way to glue something.</p> <p>Create a variety of shapes in paper, eg spiral, zig-zag.</p> <p>Make larger structures using newspaper rolls.</p>	<p>Smooth and flatten clay.</p> <p>Roll clay into a cylinder or ball.</p> <p>Make different surface marks in clay.</p> <p>Make a clay pinch pot.</p> <p>Mix clay slip using clay and water.</p> <p>Join two clay pieces using slip.</p> <p>Make a relief clay sculpture.</p> <p>Use hands in different ways as</p>	<p><b>How to:</b></p> <p>Join 2D shapes to make a 3D form.</p> <p>Join larger pieces of materials, exploring what gives 3D shapes stability.</p> <p>Shape card in different ways eg. rolling, folding and choose the best way to recreate a drawn idea.</p> <p>Identify and draw negative spaces.</p> <p>Plan a sculpture by drawing.</p>	<p>How different tools can be used to create different sculptural effects and add details and are suited for different purposes, eg. spoon, paper clips for soap, pliers for wire.</p> <p><b>How to:</b></p> <p>Use their arm to draw 3D objects on a large scale.</p> <p>Sculpt soap from a drawn design.</p> <p>Smooth the surface of soap</p>	<p><b>How to:</b></p> <p>Make an explosion drawing in the style of Cai Guo-Qiang, exploring the effect of different materials.</p> <p>Try out ideas on a small scale to assess their effect.</p> <p>Use everyday objects to form a sculpture.</p> <p>Transform and manipulate ordinary objects into sculpture by wrapping, colouring,</p>	<p><b>How to:</b></p> <p>Translate a 2D image into a 3D form.</p> <p>Manipulate cardboard to create 3D forms (tearing, cutting, folding, bending, ripping).</p> <p>Manipulate cardboard to create different textures.</p> <p>Make a cardboard relief sculpture.</p> <p>Make visual notes to generate ideas for a final piece.</p>

	<p>modelling materials.</p> <p>Develop 3D models by adding colour.</p>		<p>a tool to manipulate clay.</p> <p>Use clay tools to score clay</p>	<p>Choose materials to scale up an idea.</p> <p>Create different joins in card eg. slot, tabs, wrapping.</p> <p>Add surface detail to a sculpture using colour or texture.</p> <p>Display sculpture.</p>	<p>using water when carving.</p> <p>Join wire to make shapes by twisting and looping pieces together.</p> <p>Create a neat line in wire by cutting and twisting the end onto the main piece.</p> <p>Use a range of materials to make 3D artwork eg. manipulate light to make shadow sculpture, use recycled materials to make 3D artwork.</p> <p>Try out different ways to display a 3D piece and choose the most effective.</p>	<p>covering and joining them.</p> <p>Try out ideas for making a sculpture interactive.</p> <p>Plan an installation proposal, making choices about light, sound and display.</p>	<p>Translate ideas into sculptural forms.</p>
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<p><b>Vocabulary</b></p>	<p>Bend, Blades, Crease, Create, Cut, Design, Flange, Fix, Fold, Glue, Handle, Join, Paper clip, Pattern, Pinch, Plan, Pull, Push, Rip, Roll, Scissors, Scrunch, Slot, Snip, Split pin, Straight line, String, Strip, Sturdy, Tape, Thread, Tie, Wave, Wobbly, Wrap, Zig-zag</p>	<p>Art, Artist, Craft, Knot, Plait, Thread, Threading, Weaving, Warp, Weft, Loom</p>	<p>Imaginary, Inspired, Landmarks, Shape, Texture, Pattern, Felt, Fibre, Viewfinder, Abstract, Composition, Mosaic, Stained glass, Overlap, Gallery, Curator, Design, Design brief, Evaluate</p>	<p>Egyptian, Ancient, Civilisation, Papyrus, Sculpture, Painting, Pattern, Shape, Colour, Scroll, Convey, Composition, Scale, Imagery, Design, Technique, Process, Material, Layout, Zine, Fold, Audience, Inform</p>	<p>Rainforest, Inspiration, Imagery, Colour palette, Mood board, Theme, Design, Designer, Texture, Develop, Pattern, Batik, Repeat, Repeating, Organic, Symmetrical, Craft, Craftsperson, Industry</p>	<p>Architecture, Composition, Design, Evaluate, Proportion, Perspective, Birds eye view, Monoprint, Architectural, Organic, Monument, Architect, Legacy, Elevation, Built environment, Observational drawing, Interpret, Form, Abstract, Pressure, Crop, Viewfinder, Design brief, Futuristic, External, Style, Annotate, Individuality, Design intention, Symbolism, Literal, Commemorate</p>	<p>Photomontage, Image, Dada, Composition, Arrangement, Layout, Cityscape, Macro, Photography, Monochrome, Monochromatic, Album, Digital, Saturation, Emulate, Editing, Software, replacement, Focus, Frame, Recreate, Pose, Prop, Portrait, Photorealism, Photorealistic, Grid, Proportion</p>
<p><b>Craft and Design:</b> Methods, techniques,</p>	<p><b>How to:</b> Explore differences when cutting a</p>	<p>What materials can be cut, knotted, threaded or plaited.</p>	<p><b>How to:</b> Draw a map to illustrate a journey.</p>	<p>That layering materials in opposite directions make</p>	<p>That a mood board is a visual collection which aims to convey</p>	<p>The steps to make a monoprint.</p>	<p>How different materials can be used to produce photorealistic artwork.</p>

<p>media and materials</p>	<p>variety of materials.</p> <p>Investigate different ways of cutting eg. straight lines, wavy lines, zig-zags.</p> <p>Follow lines when cutting.</p> <p>Experiment with threading objects, holding equipment steady to do so.</p> <p>Explore techniques for joining paper and card eg stick, clip, tie, tape.</p> <p>Apply craft skills eg. cutting, threading, folding to make their own artworks.</p> <p>Design something on paper ready to make in three dimensions</p>	<p><b>How to:</b></p> <p>Wrap objects/shapes with wool.</p> <p>Measure a length.</p> <p>Tie a knot, thread and plait.</p> <p>Make a box loom.</p> <p>Join using knots.</p> <p>Weave with paper on a paper loom.</p> <p>Weave using a combination of materials.</p>	<p>Separate wool fibres ready to make felt.</p> <p>Lay wool fibres in opposite directions to make felt.</p> <p>Roll and squeeze the felt to make the fibres stick together.</p> <p>Add details to felt by twisting small amounts of wool.</p> <p>Choose which parts of their drawn map to represent in their 'stained glass'.</p> <p>Overlap cellophane/tissue to create new colours.</p> <p>Draw a design onto a printing polystyrene tile without pushing the pencil right through the surface.</p>	<p>the handmade paper stronger.</p> <p><b>How to:</b></p> <p>Use a sketchbook to research a subject using different techniques and materials to present ideas.</p> <p>Construct a new paper material using paper, water and glue.</p> <p>Use symbols to reflect both literal and figurative ideas.</p> <p>Produce and select an effective final design.</p> <p>Make a scroll.</p> <p>Make a zine.</p> <p>Use a zine to present information.</p>	<p>a general feeling or idea.</p> <p>That batik is a traditional fabric decoration technique that uses hot wax.</p> <p><b>How to:</b></p> <p>Select imagery and use as inspiration for a design project.</p> <p>To know how to make a mood board.</p> <p>Recognise a theme and develop colour palettes using selected imagery and drawings.</p> <p>Draw small sections of one image to docs on colours and texture.</p>	<p>When a roller is sufficiently inked.</p> <p><b>How to:</b></p> <p>Make an observational drawing of a house.</p> <p>Use shapes and measuring as methods to draw accurate proportions.</p> <p>Select a small section of a drawing to use as a print design.</p> <p>Develop drawings further to use as a design for print.</p> <p>Design a building that fits a specific brief.</p> <p>Draw an idea in the style of an architect that is annotated to</p>	<p>That macro photography is showing a subject as larger than it is in real life.</p> <p><b>How to:</b></p> <p>Create a photomontage.</p> <p>Create artwork for a design brief.</p> <p>Use a camera or tablet for photography.</p> <p>Identify the parts of a camera.</p> <p>Take a macro photo, choosing an interesting composition.</p> <p>Manipulate a photograph using photo editing tools.</p>
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Apply paint or ink using a printing roller.

Smooth a printing tile evenly to transfer an image.

Try out a variety of ideas for adapting prints into 2D or 3D artworks.

Develop observational drawings into shapes and pattern for design.

Transfer a design using a tracing method.

Make a repeating pattern tile using cut and torn paper shapes.

Use glue as an alternative batik technique to create patterns on fabric.

Use materials, like glue, in different ways depending on the desired effect.

Paint on fabric.

Wash fabric to remove glue to finish a

explain key features.

Draw from different views, such as a front or side elevation.

Use sketchbooks to research and present information about an artist.

Interpret an idea in into a design for a structure.

Use drama and props to recreate imagery.

Take a portrait photograph.

Use a grid method to copy a photograph into a drawing.

					decorative fabric piece.		
<b>Knowledge of artist Meanings</b>	This aspect of the curriculum is child-led; encourage discussion and individual responses to their own and other artworks.	Some artists are influenced by things happening around them.	Some artists create art to make people aware of good and bad things happening in the world around them.	Art from the past can give us clues about what it was like to live at that time.	Art can communicate powerful statements about right and wrong.	Artists are influenced by what is going on around them; for example culture, politics and technology.  Artists 'borrow' ideas and imagery from other times and cultures to create new artworks.  How an artwork is interpreted will depend on the life experiences of the person looking at it.	Artists can use symbols in their artwork to convey meaning.  Sometimes artists add extra meaning to what they create by working in places where they don't have permission to work
<b>Interpretations</b>	This aspect of the curriculum is child-led; encourage discussion and individual responses to their own and other artworks.	Sometimes artists concentrate on how they are making something rather than what they make.	Art can be figurative or abstract.	The meanings we take from art made in the past are influenced by our own ideas.	Designers can make beautiful things to try and improve people's everyday lives.  How and where art is displayed has an effect on	Artists use self-portraits to represent important things about themselves.  Artists create works that make us question our beliefs.	Artists find inspiration in other artist's work, adapting and interpreting ideas and techniques to create something new.

		Artists living in different places at different times can be inspired by similar ideas or stories.			how people interpret it.	Visual designs can represent big ideas like harmony with nature or peace.	<p>Art can be a form of protest.</p> <p>Artists use art to tell stories about things that are important to them; looking at artworks from the past can reveal thoughts and opinions from that time.</p> <p>Art sometimes creates difficult feelings when we look at it.</p>
<b>Materials and process</b>	<p>Artists use modelling materials like clay to recreate things from real life.</p> <p>Artists choose colours to draw or paint with.</p> <p>Artists draw many different things and use different tools to draw with.</p>	<p>Artists can use everyday materials that have been thrown away to make art.</p> <p>Artists choose materials that suit what they want to make.</p>	<p>Illustrators use drawn lines to show how characters feel.</p> <p>Artists try out different combinations of collage materials to create the effect they want.</p> <p>Artists can use the same material (felt) to make 2D or 3D artworks.</p>	<p>Artists have different materials available to them depending on when they live in history.</p> <p>Artists can make their own tools.</p> <p>Artists experiment with different tools and</p>	<p>Artists can choose particular materials to communicate a message.</p> <p>Artists choose what to include in a composition, considering both what looks good together and any message they</p>	<p>Artists can choose their medium to create a particular effect on the viewer.</p> <p>Artists can combine materials; for example digital imagery with paint or print.</p> <p>Art can be interactive; the viewer becomes</p>	<p>Artists use techniques like chiaroscuro to create dramatic light and shade when drawing or painting.</p> <p>Artists can use materials to respond to a feeling or idea in an abstract way.</p> <p>Artists take risks to try out ideas;</p>

	<p>Sometimes artists are inspired by the seasons.</p> <p>Some art doesn't last long- it is temporary. Sometimes artists cut and stick photos to make new images.</p>		<p>Artists and designers can create work to match a set of requirements; a 'brief' or 'commission'.</p>	<p>materials to create texture.</p> <p>Artists can work in more than one medium. Artist make decisions about how their work will be displayed.</p>	<p>want to communicate.</p> <p>Designers collect visual ideas from a wide range of sources, sometimes collecting these as a mood board.</p> <p>Artists and designers sometimes choose techniques based on the time and money available to them.</p> <p>Artists use drawing to plan ideas for work in different media.</p>	<p>part of it, experiencing the artwork with more than one of the senses.</p>	<p>this can lead to new techniques being developed.</p> <p>Artists can make work by collecting and combining ready-made objects to create 'assemblage'.</p> <p>Artforms are always evolving as materials and techniques change over time.</p>
<p><b>Evaluating and analysing</b> <b>What is art?</b></p>	<p>Looking, listening, thinking, collaborating, collecting, arranging, choosing, shaping, reacting, changing, joining, cutting,</p>	<p>Art is made in different ways.</p> <p>Art is made by all different kinds of people.</p>		<p>Artists make art in more than one way.</p> <p>There are no rules about what art must be.</p>	<p>Artists make choices about what, how and where they create art.</p> <p>Art can be all different sizes.</p>	<p>Sometimes people disagree about whether something can be called 'art'.</p> <p>Art doesn't always last for a</p>	<p>Art doesn't have to a literal representation of something, it can sometimes be imagined and abstract.</p>

	drawing, painting, exploring...	<p>An artist is someone who creates.</p> <p>Craft is making something creative and useful.</p>		<p>Art can be purely decorative or it can have a purpose.</p>	<p>Art can be displayed inside or outside.</p> <p>Art is interpreted differently depending on how it is displayed.</p> <p>Artworks can fit more than one genre.</p>	<p>long time; it can be temporary.</p> <p>Art, craft and design can be functional and affect human environments and experiences.</p>	<p>Art can represent abstract concepts, like memories and experiences.</p> <p>Art can be a digital art form, like photography.</p>
<p>Why do people make art?</p>			<p>People use art to tell stories.</p> <p>People make art about things that are important to them.</p> <p>People make art to share their feelings.</p> <p>People make art to explore an idea in different ways.</p> <p>People make art for fun.</p>	<p>People use art to tell stories and communicate.</p> <p>People can make art to express their views or beliefs.</p> <p>People make art for fun, and to make the world a nicer place to be.</p> <p>People use art to help explain or teach things.</p>	<p>Art can be created to make money; being an artist is a job for some people.</p> <p>Art, craft and design affects the lives of people who see or use something that has been created.</p> <p>Artists make work to explore right and wrong and to communicate</p>	<p>People make art to express emotion.</p> <p>People make art to encourage others to question their ideas or beliefs.</p> <p>People make art to portray ideas about identity.</p> <p>People make art to fit in with popular ideas or fashions.</p>	<p>Sometimes people make art to express their views and opinions, which can be political or topical.</p> <p>Sometime people make art to create reactions.</p> <p>People use art as a means to reflect on their unique characteristics.</p>

			<p>People make art to decorate a space.</p> <p>People make art to help others understand something.</p>	<p>People make art to explore big ideas, like death or nature.</p>	<p>their own beliefs.</p>		
<p><b>How do people talk about art?</b></p>	<p>Talk about their artwork, stating what they feel they did well.</p> <p>Say if they like an artwork or not and begin to form opinions by explaining why.</p>	<p>Describe and compare features of their own and others' artwork.</p> <p>Evaluate art with an understanding of how art can be varied and made in different ways and by different people.</p>	<p>Explain their ideas and opinions about their own and others' artwork, beginning to recognise the stories and messages within in and showing an understanding of why they may have made it</p> <p>Begin to talk about how they could improve their own work.</p> <p>Talk about how art is made.</p>	<p>People can have their own opinions about art, and sometimes disagree.</p> <p>One artwork can have several meanings.</p>	<p>Art is influenced by the time and place it was made, and this affects how people interpret it.</p> <p>Artists may hide messages or meaning in their work.</p> <p>Artists evaluate what they make and talking about art is one way to do this.</p>	<p>People can explore and discuss art in different ways, for example, by visiting galleries, by discussing it, by writing about it, by using it as inspiration for their own work or by sharing ideas online.</p> <p>Some artists become well-known or famous and people tend to talk more about their work because it is familiar.</p> <p>Talking about plans for artwork, or evaluating</p>	<p>Art can change through new and emerging technologies that challenge people to discuss and appreciate art in a new way.</p> <p>People can have varying ideas about the value of art.</p> <p>Art can be analysed and interpreted in lots of ways and can be different for everyone.</p> <p>Everyone has a unique way of experiencing art.</p>

						finished work, can help improve what artists create.	
						Comparing artworks can help people understand them better.	

### Disciplinary Knowledge Skills

	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<b>Vocabulary</b>							
<b>Generating ideas</b>	Talk about their ideas and explore different ways to record them using a range of media.	Explore their own ideas using a range of media.	Begin to generate ideas from a wider range of stimuli, exploring different media and techniques.	Generate ideas from a range of stimuli and carry out simple research and evaluation as part of the making process.	Generate ideas from a range of stimuli, using research. Talk about their artwork, stating what they feel they did well. Say if they like an artwork or not and begin to form opinions by explaining why. Research and evaluation of techniques to develop their	Develop ideas more independently from their own research. Explore and record their plans, ideas and evaluations to develop their ideas towards an outcome.	Draw upon their experience of creative work and their research to develop their own starting points for creative outcomes.

					ideas and plan more purposefully for an outcome.		
<b>Sketch book</b>	Experiment in an exploratory way.	Use sketchbooks to explore ideas.	Experiment in sketchbooks, using drawing to record ideas. Use sketchbooks to help make decisions about what to try out next.	Use sketchbooks for a wider range of purposes, for example recording things using drawing and annotations, planning and taking next steps in a making process.	Use sketchbooks purposefully to improve understanding, develop ideas and plan for an outcome.	Confidently use sketchbooks for purposes including recording observations and research, testing materials and working towards an outcome more independently.	Using a systematic and independent approach, research, test and develop ideas and plans using sketchbooks.
<b>Making skills</b>	Use a range of drawing materials, art application techniques, mixed-media scraps and modelling materials to create child-led art with no set outcome.  Cut, thread, join and manipulate materials safely, focussing on process over outcome.	Develop some control when using a wide range of tools to draw, paint and create crafts and sculptures.  Make choices about which materials to use to create an effect.  Explore and analyse a wider variety of ways to join and fix materials in place.	Further demonstrate increased control with a greater range of media.  Make choices about which materials and techniques to use to create an effect.  Use hands and tools with confidence when cutting, shaping and joining paper, card and	Confidently use of a range of materials and tools, selecting and using these appropriately with more independence.  Use hands and tools confidently to cut, shape and join materials for a purpose.  Develop direct observation, for example by using tonal shading and starting to apply	Demonstrate greater skill and control when drawing and painting to depict forms, such as showing an awareness of proportion and being able to create 3D effects. Use growing knowledge of different materials, combining media for effect.  Use more complex	Work with a range of media with control in different ways to achieve different effects, including experimenting with the techniques used by other artists.  Combine a wider range of media, eg photography and digital art effects.  Create in a more sustained way, revisiting artwork over time and	Create expressively in their own personal style and in response to their choice of stimulus, showing the ability to develop artwork independently.  Combine materials and techniques appropriately to fit with ideas.  Work in a sustained way over several sessions to

	<p>Begin to develop observational skills (for example, by using mirrors to include the main features of faces).</p>	<p>Develop observational skills to look closely and reflect surface texture.</p>	<p>malleable materials.</p> <p>Develop observational skills to look closely and aim to reflect some of the formal elements of art (colour, pattern, texture, line, shape, form and space) in their work</p>	<p>an understanding of shape to communicate form and proportion.</p>	<p>techniques to shape and join materials, such as carving and modelling wire.</p> <p>Apply observational skills, showing a greater awareness of composition and demonstrating the beginnings of an individual style.</p>	<p>applying their understanding of tone, texture, line, colour and form.</p>	<p>complete a piece, including working collaboratively on a larger scale and incorporating the formal elements of art.</p>
<p><b>Knowledge of the artist</b></p>	<p>Enjoy looking at and talking about art.</p> <p>Recognise that artists create varying types of art and use lots of different types of materials.</p> <p>Recognise that artists can be inspired by many things.</p>	<p>Describe similarities and differences between practices in Art and design, eg between painting and sculpture, and link these to their own work.</p> <p>Understand how artists choose materials based on their properties in order to achieve certain effects.</p>	<p>Talk about art they have seen using some appropriate subject vocabulary.</p> <p>Create work from a brief, understanding that artists are sometimes commissioned to create art.</p> <p>Create and critique both figurative and abstract art, recognising</p>	<p>Discuss how artists produced art in the past and understand the influence and impact of their methods and styles on art today, using their own experiences and historical evidence.</p> <p>Understand the limitations of tools and materials and be able to experiment within more than one</p>	<p>Use subject vocabulary confidently to describe and compare creative works.</p> <p>Understand how artists use art to convey messages through the choices they make.</p> <p>Work as a professional designer does, by collating ideas to generate a theme.</p>	<p>Research and discuss the ideas and approaches of artists across a variety of disciplines, being able to describe how the cultural and historical context may have influenced their creative work.</p> <p>Discuss how artists create work with the intent to create an impact on the viewer. Consider what choices can be made in</p>	<p>Describe, interpret and evaluate the work, ideas and processes used by artists across a variety of disciplines, being able to describe how the cultural and historical context may have influenced their creative work.</p> <p>Recognise how artists use materials to respond to feelings and</p>

			<p>some of the techniques used.</p> <p>Apply their own understanding of art materials learnt from artist work to begin purposefully choosing materials for a specific effect.</p>	<p>medium and with tools to create textural effects.</p> <p>Consider how to display art work, understanding how artists consider their viewer and the impact on them.</p>		<p>their own work to impact their viewer.</p>	<p>memory and choose materials, imagery, shape and form to create personal pieces.</p> <p>Understand how art forms such as photography and sculpture continually develop over time as artists seek to break new boundaries.</p>
<p><b>Evaluating and Analysing</b></p>	<p>Talk about their artwork, stating what they feel they did well.</p> <p>Say if they like an artwork or not and begin to form opinions by explaining why.</p>	<p>Describe and compare features of their own and others' artwork.</p> <p>Evaluate art with an understanding of how art can be varied and made in different ways and by different people.</p>	<p>Explain their ideas and opinions about their own and others' artwork, beginning to recognise the stories and messages within in and showing an understanding of why they may have made it.</p> <p>Begin to talk about how they could improve their own work.</p>	<p>Confidently explain their ideas and opinions about their own and others' artwork, with an understanding of the breadth of what art can be and that there are many ways to make art</p> <p>Discuss and begin to interpret meaning and purpose of artwork,</p>	<p>Use more complex vocabulary when discussing their own and others' art. Discuss art considering how it can affect the lives of the viewers or users of the piece.</p> <p>Evaluate their work more regularly and independently during the planning and making process.</p>	<p>Discuss the processes used by themselves and by other artists, and describe the particular outcome achieved.</p> <p>Consider how effectively pieces of art express emotion and encourage the viewer to question their own ideas Use their knowledge</p>	<p>Give reasoned evaluations of their own and others' work which takes account of context and intention.</p> <p>Discuss how art is sometimes used to communicate social, political, or environmental views.</p> <p>Explain how art can be created</p>

			Talk about how art is made.	understanding how artists can use art to communicate. Begin to carry out a problem-solving process and make changes to improve their work.		of tools, materials and processes to try alternative solutions and make improvements to their work.	to cause reaction and impact and be able to consider why an artist chooses to use art in this way.  Independently use their knowledge of tools, materials and processes to try alternative solutions and make improvements to their work.
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