



Art progression of skills

		Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Drawing 	Drawing tools	Use HB pencils to draw accurately (O'Keefe & Rousseau)	Use of HB pencil to draw and 2B pencil to shade (Van Gogh)	Use of HB pencils to draw and 2B pencil for shading (Seurat & Morris)	Use of HB pencils to sketch idea and drawing pens to finish (Riley) Use of HB pencils to draw and 2B - 4B for shading (Picasso & Giacometti)	Use of H pencils for sketching proportions and range of B pencils for shading (Holbein) Use of black marker pens or metallic marker pens on black paper (Klimt)	Use of H B pencils to focus on details of a simplified outline (Warhol)
	Shading & the use of tone	Simple shading – light and dark areas of flowers & animals (O'Keefe & Rousseau)	Simple shading techniques – press hard for darker areas (Van Gogh)	Simple shading techniques to create light and dark tones (Seurat & Morris)	Use of pattern to create shade and tone (Riley)	Use of shading to create realistic 3D effect and facial tones. Think about light source to give portrait depth (Holbein)	Simplify shading of the objects sketched to allow for printing (Warhol)
	Composition & perspective	Focus on how the flowers(O'Keefe) and jungle (Rousseau) fill the whole page	Proportions of a flower (Van Gogh)	Landscape – splitting the painting into thirds. Focus on simple perspective and how things further away seem smaller (Seurat) Using a viewfinder to ensure the sketches fill the page (Morris)	Experiment with simple designs for Op Art images (Riley) Experiment with lots of ways to put small sketches together to produce final piece (Picasso) Proportion of the human figure (Giacometti)	Proportions of the human face and upper body (Holbein) Using knowledge of the human form from Year 4, create simplistic outlines for 3D sculpture (Moore)	A focus on perspective using a single focal point and horizon (Hockney)
	Texture & pattern	Simple patterns on animals (Rousseau)	Recreate texture of Van Gogh's flowers using pencils (Van Gogh) Practise create geometric designs (Kente)	Repeated pattern design (Morris) Simple Greek designs for the clay pot (3D topic)	Repetitive pattern designs to create an optical illusion (Riley)	Complex patterns to create texture and movement (Klimt)	Experiment with simple patterns for the background to highlight the main object (Warhol) Focus on the lines and patterns used to create vibrant landscapes (Hockney)
Colour and painting 	Tools & techniques	Poster paint (O'Keefe & Rousseau) Coloured pencils (Rousseau) Large brushes for the petals (O'Keefe) and jungle (Rousseau) Smaller brushes for details (O'Keefe)	Poster paint (O'Keefe & Rousseau) Medium size brushes (Kandinsky) Smaller brushes for detail (Van Gogh)	Poster paint (Seurat) Use different tools to create different size paint dots (Seurat)	Acrylic paint (Picasso) Use smaller brushes for details including the outlines (Picasso)	Oil pastels (Klimt) Acrylic paint with medium to smallest brushes for details (Holbein)	Acrylic paint with a range of brushes. Use of dry brushes and maybe other tools to create texture in the landscape (Hockney) Silk Painting techniques. Focus on strong outlines; blotting the silk paint; mixing/tinting colours within a block (Cornwall)
	Colour theory	Adding black and white to make simple colours darker and lighter (O'Keefe) Adding yellows, reds and browns to green to make different tones (Rousseau)	Colour wheel mixing focus on primary and secondary colours; warm and cool colours and adding dark and light colours to affect the tint (Kandinsky)	Recap colour wheel and mixing from Y1 and 2. (Seurat) Use of overlapping primary or secondary colours to produce different shades and tints. (Seurat)	Experiment with different colours working together (Picasso)	Experiment with the use of colour to produce different skin tones (Klimt & Holbein)	Exploration of high contrasting colours - complimentary colours (Warhol) Colour focus on contrasting and complimentary colours and adding black/white to create tints and depth (Hockney)
	Texture and pattern		Use of thick paint and visible brush strokes (Van Gogh) Create geometric patterns on coloured paper to weave (Kente)	Experiment with different sized dots (Seurat)		Paint to give a smooth finish for face and hands but create texture for the clothing (Holbein)	Creating texture by adding layers of colour (Hockney)
	Create atmosphere	Bright vibrant colours for flowers (O'Keefe) Different shades of greens to create camouflage (Rousseau)	Experiment with contrasting and complimentary colours to see how it affects the 'atmosphere' of the painting (Kandinsky) Brush strokes to create movement (Van Gogh)		Use of colour to express emotions or meanings (Picasso)	Oil pastels used to create soft features of a face to contrast with the bright, vibrant clothing (Klimt) Painting to convey opulence and power using exaggerated features and rich colours (Holbein)	Developing a colour palette for different emotions: confidence, hope, kindness, jealousy, hatred, warmth, wit etc. (Warhol)

Sculpture 	3D Unit	Anthony Gormley		Greek Clay Pots	Alberto Giacometti	Barbara Hepworth & Henry Moore	Andy Goldsworthy
	Clay techniques	Experiment with clay – rolling cylinders. Rolling spheres Simple slip and score technique for attaching large pieces of clay		Slip and score technique for attaching smaller pieces of clay Smoothing techniques Extension: Construct coil pots with different coil designs	Adding small layers of clay to create a texture	Use techniques of slip and score to attach and clay tools to remove clay. Use techniques to smooth final clay piece.	
	Other medium				Use different materials (e.g. pipe cleaners and tin foil) to create sculptures of the human figure. Use of wire and clay for the final piece.	Use a bar of soap to experiment with negative sculpture by removing from something solid	Use stones and other natural materials on the beach to make a piece of artwork that represents Cornwall – it can be abstract or figurative
Collage, Printing and Textiles 	Unit	Rousseau	Kente Weaving	Morris		Klimt	Warhol
		Create a jungle collage to camouflage the animal drawing	Simple block printing using found objects to create simple geometric patterns Weave strips of the patterns created together	Polystyrene tiles printing techniques including etching, rolling the ink and accurately printing Ext. removing the 'negative space' from the tile (see red tile example on overview)		Create a complex collage from the designs produced	Polystyrene tiles printing techniques including etching, rolling the ink and accurately printing Create a complex image using more than one colour