

# BILTON GRANGE SCHOOL: Sequence of Skills and Learning

## ART **substantive** disciplinary

EYFS	Year 1 Expected	Year 2 Expected	Year 3 Expected	Year 4 Expected	Year 5 Expected	Year 6 Expected	Year 6 Exceeded
<b>DRAWING</b>							
<p>Use drawing to represent ideas like movement or loud noises.</p> <p>Show different emotions in their <b>drawings</b> and paintings, like happiness, sadness, fear etc.</p> <p>Show different emotions in their drawings – happiness, sadness, fear etc.</p> <p>Create closed shapes with continuous lines, and begin to use these shapes to represent objects.</p> <p>Draw with increasing complexity and detail, such as representing a face with a circle and including details.</p>	<p><b>Draw</b> recognisable shapes experimenting with a range of lines including; straight, wavy, thick and thin.</p>	<p>When <b>drawing</b> use a range of different surfaces to draw for different purposes including; represent stories and real life observations.</p>	<p>When <b>drawing</b>, use shading to create tone using an increasing awareness of composition (foreground /background). Experiment with different grades of pencil; HB, 2B and 8B.</p>	<p>When <b>drawing</b>, use shading to create a 3D effect with an increasing awareness of scale. Select and use a wider range of pencil grades; HB to 8B</p>	<p>When <b>drawing</b>, use a range of line including hatching and cross hatching to create texture in drawing. Use a greater awareness of compositions (fore/ middle/background) and scale and proportion.</p>	<p>When <b>drawing</b>, demonstrate a greater awareness of detail such as facial expression, folds on clothing and proportion.</p> <p><b>Begin to use simple perspective using a single focal point and horizon</b></p> <p>Use pen and ink</p>	<p>When <b>drawing</b>, independently select and use a range of materials and techniques to create increasingly detailed work</p> <p><b>Use 2 point perspective</b></p>

PAINTING							
<p>Show different emotions in their drawings and <b>paintings</b>, like happiness, sadness, fear etc.</p> <p>Explore colour and colour-mixing.</p>	<p>When <b>painting</b>, identify primary colours and mix to create secondary colours.</p> <p>Use thick and thin brushes according to purpose.</p> <p>Create texture paint by adding sand etc.</p>	<p>When <b>painting</b>, use a developing understanding of colour mixing to create tints and tones on a more complex colour wheel.</p> <p>Experiment with techniques including layering and scraping through.</p>	<p>When <b>painting</b>, work on a range of scales, selecting the most appropriate sized brush e.g. thick brush for large work, thin brush for smaller areas.</p>	<p>When <b>painting</b>, experiment with different effects and textures including watercolour washes and thickened paint.</p>	<p>When <b>painting</b>, create atmosphere and movement in paintings through texture and choice of paint.</p> <p>Identify complementary colours.</p>	<p>When <b>painting</b>, use a range of colours to create specific atmosphere and light effects.</p> <p>Select appropriate brushes/tools</p> <p>Identify contrasting colours.</p> <p>Know how to make tertiary colours</p>	<p>When <b>painting</b>, independently select from a range of materials and techniques to create a required effect.</p>

PASTELS							
EYFS	1	2	3	4	5	6	6+
<p>Explore colour and colour-mixing.</p>	<p>Use pastels to make marks – faint, strong</p> <p>Try blending or smudging</p>	<p>When using <b>chalk pastels</b>, draw images</p> <p>use fingertips to blend colours with more precision</p>	<p>When using <b>chalk pastels</b>, blend colours using fingertips/brushes</p> <p>When using <b>oil pastels</b> use tools to remove/etch into surface to create simple textures</p>	<p>Use <b>chalk pastels</b> to blend colours effectively using fingertips/brushes</p> <p>When using <b>oil pastels</b> use tools to remove/etch into surface to create more complex textures</p>	<p>Create an effective background using blended <b>chalk pastels</b></p> <p>Investigate/experiment with a range of oil pastel techniques</p> <p>Use techniques to add interest/detail to own work</p>	<p>Use <b>chalk pastels</b> with precision when adding colour to drawing</p> <p>Use a range of pastel techniques effectively in own artwork</p>	

PRINTING							
Explore, use and refine a variety of <b>artistic effects</b> (of printing) to express their ideas and feelings	When <b>printing</b> , roll printing inks over found objects to create a pattern e.g. mesh, stencils. Create and use simple printing blocks.	When <b>printing</b> , design more repetitive patterns along lines using printing blocks.	When <b>printing</b> , create freehand repeating patterns using printing blocks using at least 2 different colours or patterns.	When <b>printing</b> , create printing blocks using a relief or impressed method and overprinting using at least 2 colours or patterns.	When <b>printing</b> , create printing blocks by simplifying an initial sketch in a sketch book using a relief or impressed method and overprinting using at least 3 colours or patterns.	When <b>printing</b> , work into prints with a range of media including pens, coloured pencils and paint.	When <b>printing</b> , design and produce prints selecting the most appropriate method and media.

3D WORK							
Join different materials and explore different textures.	When working in <b>3D manipulate</b> malleable materials for a specific purpose e.g. pinch pot, tile.  Create sculptures with a range of recycled, manmade and natural materials following a basic plan.	When working in <b>3D</b> enhance the surface of a piece of work e.g. build a textured tile by carving into it	When working in <b>3D</b> enhance the surface of a piece of work by pinching out pieces to create texture.	When working in <b>3D</b> use simple slip techniques to join pieces of clay together or add decoration.	When working in <b>3D</b> develop skills in using clay including slabs, coils slips	When working in <b>3D</b> , produce more intricate patterns and textures when using malleable materials.	When working in <b>3D</b> , shape, form, model and construct independently selecting the most appropriate tools and techniques.

**MIXED MEDIA to include textiles, digital work and collage**

EYFS	1	2	3	4	5	6	6+
<p>Explore different materials freely in order to develop their ideas about how to use them and what to make.</p> <p>Develop their own ideas and then decide which materials to use to express them.</p> <p>Explore, use and refine a variety of artistic effects to express their ideas and feelings.</p>	<p>When working with <b>textiles</b> tie, wrap, weave materials into a structure of sticks, canes, chicken wire etc. Create simple weaves on a small scale</p> <p>When creating <b>collages</b> sort a range of materials based on their properties such as colour or texture.</p>	<p>When working with <b>textiles</b>: use simple running stitches</p> <p>Cut and shape fabric using scissors and use the pieces to decorate another piece of fabric by gluing or stitching</p> <p>When creating <b>collages</b> fold, crumple, tear and overlay a range of materials working on different scales.</p>	<p>When working with <b>textiles</b>:</p> <p>Decorate fabric using fabric paint. Create weaves on a small and large scale as individuals.</p> <p>When creating <b>collages</b> overlap and layer a range of materials to represent objects or different textures.</p>	<p>When working with <b>textiles</b>: use straight, back and cross stitches</p> <p>When creating <b>collages</b> use viewfinders/ magnifying glasses to simplify what is observed and recreate it in collage.</p>	<p>When working with <b>textiles</b> use a wider range of decorative stitches including chain stitch and feather stitches to decorate a piece of work</p> <p>When creating <b>collages</b> begin to create more abstract representations of drawings / paintings or photographs.</p> <p>Use <b>digital images</b> as part of a collage</p>	<p>When working with <b>textiles</b> plan and add detail to a design by attaching beads, buttons, sequins etc.</p> <p>Use skills to decorate</p> <p>When creating <b>collages</b> use techniques to enhance painted, printed or drawn backgrounds to create a specific effect.</p> <p>Combine <b>digital images</b> with other media for work in collage</p>	<p>When working with <b>textiles</b> experiment with a range of techniques to overlap and layer to create interesting colours, textures and effects.</p> <p>When creating <b>collages</b> begin to employ techniques to balance a composition in order to lead the eye on a visual journey.</p>

## Specific Skills Progression Cutting and Gluing

EYFS	Y1	Y2	Y3	Y4	Y5/6
<p>When <b>cutting</b> recognise what scissors are and what they are used for. Know how to hold them when not in use and when using them.</p> <p>Make small snips in paper. Attempt to cut around an outline.</p> <p>When <b>gluing</b> know how to twist a glue stick up and down and to replace the lid. Know where to put the glue. When using PVA know how to use a spreader. Know to wipe the spreader before applying.</p>	<p>Use <b>scissors</b> to cut straight lines.</p> <p>Use an appropriate amount of glue for the size of paper/material.</p>	<p>Use <b>scissors</b> to cut curved/wavy lines.</p> <p>Cut out a simple regular shape</p> <p>Wipe any excess glue before sticking</p>	<p>When using <b>scissors</b> cut roughly then neaten</p> <p>Move the paper and cut away from you</p> <p>When <b>gluing</b> PVA, spread evenly and to the edges</p> <p>Hold pieces together until they dry/stick</p>	<p>Use <b>scissors</b> to cut out irregular shapes</p> <p>Cut into corners</p> <p>Cut shapes out from the centre by making an incision</p>	<p>Use <b>scissors</b> in a variety of ways, accurately</p> <p>Use <b>glue</b> appropriately and precisely in a variety of ways to achieve different effects</p>

## Vocabulary (Cumulative)

<p>Line Shape- 2D Colour Texture mould</p>	<p>Primary Colours Secondary Colours Space/background</p>	<p>Abstract</p> <p>Shading (drawing)</p> <p>Slip Pointillism sculpt</p>	<p>Medium</p> <p>Hues- primary and secondary colours</p> <p><b>Tints</b> – adding white to primary/secondary colours(hues)</p> <p><b>Tones</b>- adding black and white (grey) to a hue</p> <p>form Decoupage</p>	<p>Mono-print</p>	<p>Complementary Contrasting</p> <p><b>Shades</b>- adding black to a hue when painting</p> <p>Value</p> <p>stipple Hatching/cross hatching</p> <p>tactile collagraph relief etch intaglio over-printing</p>	<p>All elements of art vocabulary used appropriately when creating or making critical studies of existing and own artwork</p>	
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<b>KEY ARTISTS</b> These are suggestions but by no means exhaustive and may be added to	<b>GENRES/SCHOOLS of Art</b>	<b>GALLERIES/MUSEUMS/PARKS</b>
Archimbaldo Paul Klee Paul Matisse Hundertwasser Modigliani Monet/ Manet /Renoir/Degas Keith Haring Henry Moore Barbara Hepworth Eric Ravilious/Edward Bawden Paul Nash Piet Mondrian Van Gogh William Morris Albert Reynolds LS Lowry Pieter Breugal Picasso Turner Klimt Kandinsky Edvard Munch Joan Miro Jackson Pollock Henri Rousseau Andy Warhol <u><b>Contemporary</b></u> David Hockney Angie Lewin Mark Hearld Banksy	Impressionism Pointillism Cubism Art Deco Surrealism Pop Art Expressionism Contemporary  <u><b>Themes</b></u> African Art Oriental Art Aboriginal Art	Mercer Gallery RHS Harlow Carr Leeds Art Gallery York Art Gallery Hepworth- Wakefield Yorkshire Sculpture Park (YSP) Baltic Mill- Gateshead Newby Hall Himalayan Gardens- Ripon





# Elements of Art

## Line



Line is a mark on a surface that describes a shape or outline. It can create texture and can be thick and thin. Types of line can include actual, implied, vertical, horizontal, diagonal and contour lines.

## Shape



Shape is a 2-dimensional line with no form or thickness. Shapes are flat and can be grouped into two categories, geometric and organic.

## Form



Form is a 3-dimensional object having volume and thickness. It is the illusion of a 3-D effect that can be implied with the use of light.

## Value



Value is the degree of light and dark in a design. It is the contrast between black and white and all the tones in between. Value can be used with color as well as black and white.

## Color



Color is made up of three properties: hue, value, and intensity. Hue is the name's color. Value is the hue's lightness and darkness (black and white added). Intensity is the quality of brightness and purity.

## Space



Space is the area around, within, or between images or elements.

## Texture



The surface quality of an object that we sense through touch. All objects have a physical texture. Artists can also convey texture visually in two dimensions.