

Art Curriculum Map – progression of skills

Class 3 Year B

	Autumn Art and Design Skills	Spring Craft	Summer Every Picture Tells a Story
Skills drawing	Develop drawing skills by drawing from direct observation, applying and using geometry and tonal shading when drawing. Use a range of drawing media.	Develop drawing skills by drawing from direct observation, applying and using geometry and tonal shading when drawing. Use a range of drawing media.	Draw still life from observation and for mark making. Further develop understanding of geometry and mathematical proportion when drawing.
Skills painting	Increase skill and control when painting. Apply greater expression and creativity to own paintings.	Increase skill and control when painting. Apply greater expression and creativity to own paintings.	Develop skill and control when painting. Paint with expression. Analyse painting by artists.
Skills Craft, design, materials and technique	Use materials such as paper weaving, tie dying, sewing and other craft skills to design and make products.	Use materials such as paper weaving, tie dying, sewing and other craft skills to design and make products.	Make art from recycled materials, create sculptures, print and create using a range of materials. Learn how to display and present work.
Skills Sketch books	Use sketchbooks to generate ideas and record thoughts and observations. Make records of visual experiments.	Use sketchbooks to generate ideas and record thoughts and observations. Make records of visual experiments.	Use sketchbooks for planning and refining work, to record observations and ideas and developing skill and technique.
Skills Creating original artwork	Create personal artwork using the artwork of others to stimulate them.	Create personal artwork using the artwork of others to stimulate them.	Use literary sources to inspire art. Express thoughts and feelings through the tactile creation of art. Manipulate materials to achieve desired effects. Represent ideas from multiple perspectives.
Skills colour	Increase awareness and understanding of mixing and applying colour, including use of natural pigments. Use aspects of colour such as tints and shades, for different purposes.	Increase awareness and understanding of mixing and applying colour, including use of natural pigments. Use aspects of colour such as tints and shades, for different purposes.	Analyse and describe colour and painting techniques in artists work. Manipulate colour for print.

Skills form	Further develop their ability to describe 3D form in a range of materials, including drawing.	Further develop their ability to describe 3D form in a range of materials, including drawing.	Develop their ability to describe and model form in 3D using a range of materials. Analyse and describe how artists use and apply form in their work.
Skills line	Express and describe organic and geometric forms through different types of line.	Express and describe organic and geometric forms through different types of line.	Learn and apply symmetry to draw accurate shapes. Analyse and describe how artists use line in their work.
Skills pattern	Construct a variety of patterns through craft methods. Further develop knowledge and understanding of pattern.	Construct a variety of patterns through craft methods. Further develop knowledge and understanding of pattern.	Create original designs for patterns using geometric repeating shapes. Analyse and describe how other artists use pattern.
Skills shape	Identify, draw and label shapes within images and objects. Create and form shapes from 3D materials.	Identify, draw and label shapes within images and objects. Create and form shapes from 3D materials.	Create geometric compositions using mathematical shapes. Analyse and describe the use of shape in artist's work.
Skills texture	Analyse and describe texture within artists' work.	Analyse and describe texture within artists' work.	Analyse and describe texture within artists' work.
Skills tone	Develop skill and control when using tone. Learn and use simple shading rules.	Develop skill and control when using tone. Learn and use simple shading rules.	Use a variety of tones to create different effects. Understand tone in more depth to create 3D effects. Analyse and describe use of tone in artists' work.
Skills Comparing work	Discuss own and other's work using an increasingly sophisticated use of art language (formal elements).	Discuss own and other's work using an increasingly sophisticated use of art language (formal elements).	Build a more complex vocabulary when discussing your own and others' art.

Skills reflecting	Reflecting on their own work in order to make improvements.	Reflecting on their own work in order to make improvements.	Reflecting on their own work in order to make improvements.
Knowledge	<p>To draw cartoon characters, inspired by the style of other artists</p> <p>To understand how to create tint and shade of a colour</p> <p>To know how to create tint and shade of a colour</p> <p>To develop observational drawing</p> <p>To use different materials to make a three-dimensional artwork</p> <p>To use different materials to make a three-dimensional artwork</p> <p>To use different materials to make a three-dimensional artwork</p> <p>Carl Giles</p> <p>Diego Velázquez</p> <p>Jan Jansz. Treck</p> <p>Sam McBratney</p>	<p>To create a mood board</p> <p>To create tie-dyed materials</p> <p>To learn what paper weaving is and create a piece of art using this method</p> <p>To apply an understanding of the process of weaving</p> <p>Anni Albers</p>	<p>To understand how to analyse a famous painting</p> <p>To understand how to find meaning in painting</p> <p>To develop an understanding of art through role-play</p> <p>To develop an understanding of art through role-play</p> <p>To develop analytical skills to respond to a painting</p> <p>To apply interpretation skills to analyse and respond to an abstract painting</p> <p>To understand how artists use art to tell stories and evoke feelings</p> <p>David Hockney</p> <p>Paula Rego</p> <p>Edward Hopper</p> <p>Pieter Bruegel</p> <p>Fiona Rae</p> <p>Leonardo da Vinci</p>
Vocabulary	Cartoon, characters, tone, tint, shade, light, dark, blend, template, mark making, observation, outline, sketch, texture, 3D, craft, puppet, sock, shadow, Carl Giles, Diego Velázquez, Jan Jansz. Treck, Sam McBratney	Mood board, decorate, palette, tie dye, pattern, weave, warp, weft, natural, synthetic, intertwined, woven, cloth, fabric, fibre, Anni Albers	Interpret, meaning, narrative, pattern, shape, tone, inference, justify, respond, role-play, analyse, collage, abstract, reflect, medium, mixed media, mural, painting, convey, view-finder, David Hockney, Paula Rego, Edward Hopper, Pieter Bruegel, Fiona Rae, Leonardo da Vinci