

Froxfield Primary School Art Progression Document

Year R and 1 Cycle A

Cycle A
Autumn 2 Self Portrait (*Kehinde Wiley*)
Spring 1 Playful Making (*Linda Bell, Nnena Kalu*)
Summer 2 Inspired by Flora and Fauna (Choice)

Purple = Substantive Knowledge Green = Implicit Knowledge / Skills

End of pre-School expectation:

Explore and experiment with a range of 3D Materials using their own ideas

Use a range of 2D materials to draw and paint with some detail

Talk about their own work and the work of artists with a developing vocabulary

Drawing	Sketchbooks	Printmaking	Painting	Collage	Making	Purpose/Visual Literacy/Articulation
Safely use and explore a variety of materials, tools and techniques.	Safely use and explore a variety of materials, tools and techniques.	Safely use and explore a variety of materials, tools and techniques	Safely use and explore a variety of materials, tools and techniques.	Safely use and explore a variety of materials, tools and techniques.	Safely use and explore a variety of materials, tools and techniques.	Share their creations, talking about the process they have used as well as the process and end products of other artists
Draw and paint for a sustained period of time at an appropriate level with growing accuracy and detail.	Draw and paint for a sustained period of time at an appropriate level with growing accuracy and detail.	Explore concepts like "repeat" "pattern" "sequencing". Self portrait	Draw and paint for a sustained period of time at an appropriate level with growing accuracy and detail.	Collage with painted papers exploring colour, shape and composition Flora & Fauna	Understand that sculpture is the name sometimes given for artwork which exists in	Look at the work of artists who draw, sculptors, and painters, listening to the artists' intention
Understand drawing is a physical activity. Self portrait	Use sketchbooks to: Develop experience of primary and secondary colours Flora & Fauna		Develop experience of primary and secondary colours Self Portrait		three dimensions. Playful Making Understand the	behind the work and the context in which it was made. Understand we may all have different responses in terms of
Explore lines made by a drawing tool, made by moving fingers, wrist, elbow, shoulder and	Practice observational drawing Self portrait <u>Flora & Fauna</u>				meaning of "Design through Making"" Playful Making	our thoughts and the things we make. That we may share similarities. Understand all responses are valid.
body. Work at a scale to accommodate exploration Self Portrait.	Explore mark making Self portrait Flora & Fauna				Use a combination of two or more materials to make sculpture." Playful Making	All Pathways for Year 1 Reflect upon the artists' work, and share your response verbally ("I liked").

Pupils draw from first hand observation, observing detail using materials above plus pastel, oil pastel and or			Use construction methods to build." Playful Making	Present your own artwork (journey and any final outcome), reflect and share verbally ("I enjoyed This went well").
pencil crayon.Self Portrait <u>Flora & Fauna</u>			Work in a playful, exploratory way, responding to a simple brief, using Design through Making philosophy <u>Playful</u> <u>Making</u>	Some children may feel able to share their response about classmates work. All Pathways for Year 1

Suggested Drawing Exercises for alternate half terms: https://www.accessart.org.uk/drawing-journey-children-5-7-exercises/

	VOCABULARY					
Self Portrait:	Playful Making:	Flora & Fauna:				
Portrait	Sculpture, Sculptor, Three Dimensions	Flora				
self-portrait primary colour		Fauna				
secondary colour	Design Through Making	Line, Shape, Colour, tones, hues, tints				
repeating pattern	Construction, Materials,					
Reflect, Discuss, Share, Think	Invent, Imagine	Collage, Painted paper, cut, tear, arrange, play, composition, elements.				
	Tools, Construct, Structure, Balance	Minibeast/Insect				
		Author, Illustrator				
	Reflect, Discuss, Share	Present, Reflect, Share, Discuss				

Year R and 1 Cycle B	Cycle B Autumn 2 Spirals (<i>Molly Haslu</i> Spring 2 Making Birds (Choice) Summer 2 Simple Printmaking	•			Purple = Substantion Green = Implicit Kr	•
EYFS- Ongoing through each unit:						
	acher says, responding appropriately even when er show independence, resilience and perseverance in		instructions involving several ideas or a	ctions.		
Drawing	Sketchbooks	Printmaking	Painting	Collage	Making	Purpose/Visual Literacy/Articulation

EYFS

Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form, and function

Use a range of small tools, including scissors, paint brushes and cutlery;

Begin to show accuracy and care when drawing

Explore the natural world around them, making observations and drawing pictures of animals and plants;

Understand drawing is a physical activity. <u>Spirals</u>

Understand there is a relationship between drawings on paper (2d) and making (3d). That we can transform 2d drawings into 3d objects. Making Birds

Explore lines made by a drawing tool, made by moving fingers, wrist, elbow, shoulder and body. Work at a scale to accommodate exploration. Spirals

Use colour (pastels, chalks) intuitively to develop spiral drawings.

Spirals

Pupils draw from paused film, observing detail using pencil, graphite, handwriting pen. Making Birds

Pupils draw from first hand observation,

EYF

Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form, and function

Use a range of small tools, including scissors, paint brushes and cutlery;

Begin to show accuracy and care when drawing.

Introduce what a sketchbook is for. Understand it is owned by the pupil for experimentation and exploration. <u>Spirals</u>

Use sketchbooks to:

Test out printmaking ideas Simple Printmaking

Develop experience of primary and secondary colours <u>Spirals</u> <u>Simple Printmaking</u>

Practice observational drawing Spirals Simple Printmaking Making Birds

Explore mark making Spirals
Simple Printmaking Making
Birds

EYFS

Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form, and function

Use a range of small tools, including scissors, paint brushes and cutlery;

Understand prints are made by transferring an image from one surface to another. <u>Simple Printmaking</u>

Understand relief prints are made when we print from raised images (plates). Simple Printmaking

Use hands and feet to make simple prints, using primary colours. Simple Printmaking

Collect textured objects and make rubbings, and press them into plasticine to create plates/prints (relief printing) exploring how we ink up the plates and transfer the image. Simple Printmaking

Explore concepts like "repeat" "pattern" "sequencing".
Simple Printmaking

EYFS

Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form, and function

Use a range of small tools, including scissors, paint brushes and cutlery;

Develop experience of primary and secondary colours <u>Spirals Simple</u> Printmaking

Use hands and feet to make simple prints, using primary colours. Simple Printmaking EYFS

Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form, and function

Use a range of small tools, including scissors, paint brushes and cutlery;

Understand collage is the art of using elements of paper to make images. <u>Making</u> <u>Birds</u>

Understand we can create our own papers with which to collage.

Making Birds

Collage with painted papers exploring colour, shape and composition. Simple Printmaking

Combine collage with making by cutting and tearing drawn imagery, manipulating it into simple 3d forms to add to sculpture. Making Birds

EYFS

Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form, and function

Use a range of small tools, including scissors, paint brushes and cutlery;

Understand that sculpture is the name sometimes given for artwork which exists in three dimensions.

Making Birds

Understand the meaning of "Design through Making" <u>Making Birds</u>

Use a combination of two or more materials to make sculpture. <u>Making Birds</u> "

Use construction methods to build.

Making Birds "
Work in a playful, exploratory way, responding to a simple brief, using Design through Making philosophy. Making Birds "

EYFS

Share their creations, explaining the process they have used;

Participate in small group, class and one-to-one discussions, offering their own ideas, using recently introduced vocabulary;

Look at the work of artists who draw, sculptors, and painters, listening to the artists' intention behind the work and the context in which it was made.

Understand we may all have different responses in terms of our thoughts and the things we make. That we may share similarities. Understand all responses are valid.

All Pathways for Year 1

Reflect upon the artists' work, and share your response verbally ("I liked...").

Present your own artwork (journey and any final outcome), reflect and share verbally ("I enjoyed... This went well").

Some children may feel able to share their response about classmates work.

All Pathways for Year 1

observing detail using						
materials above plus						
pastel, oil pastel and or						
pencil crayon. Simple						
<u>Printmaking</u>						
Suggested Drawing Exercis	ses for alternate half terms: https://v	www.accessart.org.uk/drawing-iou	urnev-children-5-7-exercise	es/	•	•

	VOCABULARY	
Spirals: Spiral, Pressure, Motion, Continuous Line	Simple Printmaking: Print, Press, Pressure	Making Birds: Lines, Shapes, Mark Making, Texture
Graphite	Primary colours Red, Yellow, Blue	Graphite, Pastel, Oil Pastel,
Drawing Surface	Shape, Line, Arrangement	Observation,
Oil Pastel, Dark, Light, Blending	Rubbing, Texture,	Blending,
Mark Making	Collage, Arrange	Transform,
Colour, Pattern	Reflect	Crumple
Observation	Printmaker	Collage
Reflect, Discuss, Share, Think	Relief print, Plate, Impression, Colour Mixing, Secondary Colours: Green, Orange, Purple Pattern, Sequence, Image Reflect, Discuss, Share	Sculpture, Structure, Balance Personality, Character, Installation Flock Collaboration Present, Reflect, Share, Discuss

Year 2	Cycle A	Cycle B	Purple = Substantive Knowledge
	Autumn 1 Explore and Draw (Nicole White, Richard Long)	Autumn 1 Explore and Draw (Nicole White, Richard	Green = Implicit Knowledge / Skills
Cycle A and		Long)	
Cycle B			

	Spring 1 Expressive Painting (Marela Zacarías, Charlie French, Vincent Van Gogh, Cezanne) Summer 2 Be an Architect (Hundertwasser, Zaha Hadid, Heatherwick Studios)		Spring 2 Expressive Paintin French, Vincent Van Gogh Summer 2 Be an Architect (Hundertwasser, Zaha Ha			
Drawing	Sketchbooks	Printmaking	Painting	Collage	Making	Purpose/Visual Literacy/Articulation
Understand that we can use different media (sometimes combined in one drawing) to capture the nature of things we find. Explore & Draw Understand that we can hold our drawing tools in a variety of ways, experimenting with pressure, grip and speed to affect line. Explore & Draw Visit local environment, collect natural objects, explore composition and qualities of objects through arranging, sorting & representing. Photograph. Explore & Draw Use drawing exercises to focus an exploration of observational drawing (of objects above) combined with experimental mark making, using graphite, soft pencil, handwriting pen. Explore & Draw Be an Architect (Cycle A) Work with care and focus, enjoying making drawings which are unrushed. Explore quality of line, texture and shape. Explore & Draw Create final collaged drawings (see column 5 "collage") which explore composition. Explore & Draw	Continue to build understanding that sketchbooks are places for personal experimentation. Understand that the way each persons' sketchbook looks is unique to them. All Pathways for Year 2 Make a new sketchbook (Elastic Band of Hole Punch) OR make Spaces and Places inside a bought sketchbook. Explore & Draw Make a new sketchbook (Elastic Band of Hole Punch) OR make Spaces and Places inside a bought sketchbook. Explore & Draw Work in sketchbooks. Explore & Draw Work in sketchbooks to: Explore the qualities of different media. Explore & Draw t Be an Architect Make close observational drawings of small objects, drawn to scale, working slowly, developing mark making. Explore & Draw Explore colour and colour mixing. Expressive Painting Make visual notes about artists studied. Explore & Draw Be an Architect		Understand that some painters use expressive, gestural marks in their work, often resulting in abstract, expressionist painting. Expressive Painting Understand that the properties of the paint that you use, and how you use it, will affect your mark making. Expressive Painting Understand that primary colours can be mixed together to make secondary colours of different hues. Expressive Painting Understand the concept of still life. Expressive Painting Explore colour mixing through gestural mark making, initially working without a subject matter to allow exploration of media. Experiment with using home made tools. Expressive Painting Create an arrangement of objects or elements. Use as the focus for an abstract still life painting using gestural marks using skills learnt above. Expressive Painting	Understand that we can combine collage with other disciplines such as drawing, printmaking and making. Explore & Draw Use the observational drawings made (see column 1 "drawing"), cutting the separate drawings out and using them to create a new artwork, thinking carefully about composition. Work into the collage with further drawing made in response to the collaged sheet. Explore & Draw Collage with drawings to create invented forms. Combine with making if appropriate. Explore & Draw	Understand the role of an architect. Be an Architect (Cycle A) Understand when we make sculpture by adding materials it is called Construction. Be an Architect Use the Design through Making philosophy to construct with a variety of materials to make an architectural model of a building, considering shape, form, colour, and perspective. Consider interior and exterior. Be an Architect Use Design through Making philosophy to playfully construct towards a loose brief. Be an Architect (Cycle A)	Understand artists take their inspiration from around them, collecting and transforming. Understand that in art we can experiment and discover things for ourselves. Look at the work of a printmaker, an architect, and artists and learn to dissect their work to help build understanding. Understand how the artists experience feeds into their work. Understand we may all have different responses in terms of our thoughts and the things we make. That we may share similarities. Understand all responses are valid. All Pathways for Year 2 Reflect upon the artists' work, and share your response verbally ("I liked"). Present your own artwork (journey and any final outcome), reflect and share verbally ("I enjoyed This went well"). Talk about intention. Share responses to classmates work, appreciating similarities and differences. Document work using still image (photography) or by making a drawing of the work. If using photography consider lighting and focus. Some children may make films thinking about viewpoint,

lighting & perspective. <u>All</u>
Pathways for Year 2

Suggested Drawing Exercises for alternate half terms: https://www.accessart.org.uk/drawing-journey-children-5-7-exercises/

VOCABULARY

Explore & Draw:	Be An Architect:	Expressive Painting:
Explore,	Architect, Architecture, Designer, Maker	Gesture, Gestural , Mark making, Loose , Evocative , Emotion ,
Present, arrange, composition	Model, Scale ,	Intention, Exploration, Reaction, Response
Photograph, Focus, Light, Shade,	Response, Imagination, experience.	Personal, Imagination,
Observational Drawing, Close study, Intention,	Three Dimensional, Form, Structure,	Energy, Impression, Life, Shape, Form, Texture, Line
Pressure, Line, Mark, Page	Community	Primary Colours , Secondary Colours, Tints, Hues,
Sense of Touch	Response, React, Colour, Form, Shape, Line, Pattern Model Making, Design through Making, Form, Structure,	Medium, Surface, Texture, Impasto
Wax resist, Graphite, Watercolour,	Balance, Experience, Construct, Construction, Tool, Element	Mark making Tools, Palette Knife ,
Mark making, Line, Tone, Shape,	Present, Share, Reflect, Discuss, Feedback,	Abstract, Explore, Invent, Discover, Reflect,
Reflect, Present, Share, Discuss, Feedback	Photograph, Film, Focus, Lighting, Composition, Angle, Perspective	Focus, Detail, Dissect, Imagine, Intention
	, cropective	Still Life,
		Line, Rhythm, Gesture, Mark
		Composition, Positive shapes, Negative shapes
		Present, Share, Reflect, Discuss, Feedback,

Year 3 and 4
Cycle A

	Autumn 1 Storytelling through	gh Drawing (<i>Laure</i>	a Carlin, Shaun Tan)			
	Spring 1 Festival Feasts (Clar	es Oldenberg, Luc	ia Hierro, Nicole Dye	r)		
	Summer 1 Working with Sha	ape and Colour <i>(H</i>	enri Matisse, Claire V	Villberg)		
Drawing	Sketchbooks	Printmaking	Painting	Collage	Making	Purpose/Visual Literacy/Articulation
Create owned narratives by arranging toys in staged scenes, using these as subject matter to explore creation of drawings using charcoal and chalk which convey drama and mood. Use light and portray light/shadow. Storytelling Through Drawing Interpret poetry or prose and create sequenced images in either an accordian or poetry comic format. Work in a variety of media according to intention, including handwriting pen, graphite or ink. Storytelling Through Drawing Use a variety of drawing media including charcoal, graphite, wax resist and watercolour to make observational and experimental drawings. To feel able to take creative risks in pursuit of creating drawings with energy and feeling. Storytelling Through Drawing	Continue to build understanding that sketchbooks are places for personal experimentation. All Pathways for Year 3 Understand that the way each persons' sketchbook looks is unique to them. All Pathways for Year 3 Make a new sketchbook (Elastic Band of Hole Punch) OR make Spaces and Places inside a bought sketchbook. All Pathways for Year 3 Work in sketchbooks to: Make visual notes using a variety of media using the "Show Me What You See" technique when looking at other artists work to help consolidate learning and make the experience your own. Working with Shape & Colour Develop mark making skills. Working with Shape & Colour Use sketchbooks to: Practise drawing skills. Storytelling Through Drawing Festival Feasts Make visual notes to record ideas and processes discovered through looking at other artists. Storytelling Through Drawing Festival Feasts Test and experiment with materials. Storytelling Through Drawing Festival Feasts	Understand that screen prints are made by forcing ink over a stencil. Working with Shape & Colour Understand that mono print can be used effectively to create prints which use line. That screen prints can be used to create prints which use thicker lines and / or shapes. Working with Shape & Colour Use mono print or screen print over collaged work to make a creative response to an original artwork. Consider use of layers to develop meaning. Working with Shape & Colour	To explore painting on different surfaces, e.g. fabric, and combine paint with 3d making. Festival Feasts To make work as part of a community/class and understand how everyone can contribute towards a larger artwork. Festival Feasts	Understand that we can combine collage with other disciplines such as drawing, printmaking and making. Working with Shape & Colour— Cut shapes from paper (free hand) and use as elements with which to collage, combined with printmaking (see column 3 "printmaking") to make a creative response to an original artwork. Explore positive and negative shapes, line, colour and composition. Working with Shape & Colour	To understand that making sculpture can be challenging. To understand its takes a combination of skills, but that we can learn through practice. That it is ok to take creative risks and ok if things go wrong as well as right. Festival Feasts Develop our construction skills, creative thinking and resilience skills by making sculpture which combines lots of materials. Use tools to help us construct and take creative risks by experimenting to see what happens. Use Design through Making philosophy and reflect at all stages to inform future making. Festival Feasts To combine modelling with construction using mixed media and painting to create sculpture. Festival Feasts	To understand that visual artists look to other artforms for inspiration. Look at the work of an artist who uses gestural marks which convey movement, illustrators and makers who take inspiration from literature, painters who also use textiles and artists who animate their work. Understand artists often collaborate on projects, bringing different skills together. Deconstruct and discuss an original artwork, using the sketchbooks to make visual notes to nurture pupils own creative response to the work. Understand we may all have different responses in terms of our thoughts and the things we make. That we may share similarities. Understand all responses are valid. All Pathways for Year 3 Reflect upon the artists' work, and share your response verbally ("I liked I didn't understand it reminded me of"). Present your own artwork (journey and any final outcome), reflect and share verbally ("I enjoyed This went well I would have liked next time I might). Talk about intention. Work collaboratively to present outcomes to others where appropriate. Present as a team. Share responses to classmates work, appreciating similarities and differences. Listen to feedback about your own work and respond. Document work using still image (photography) or by making a drawing of the work. If using photography consider lighting and focus. Some

Brainstorm pattern, colour, line and shape. Festival Feasts		children may make films thinking about viewpoint, lighting & perspective. All Pathway for Year 3		
Reflect. Storytelling Through Drawing Festival Feasts				
Suggested Drawing Exercises for alternate half terms: https://www.ac.	ccessart.org.uk/drawing-journey-children-7-9-exercises/			
	VOCABULARY			
Storytelling Through Drawing:	Festival Feasts:	Working with Shape & Colour:		
Illustration, Inspiration, Interpretation, Original Source,	Viewpoint, Relationship 2D 3D , Transform, Graphics, Design Through Making, Construct , Contribute, Artwork,	"Show Me What You See", Response,		
Graphic Novel,	Installation,	Elements, Composition,		
Poetry, Prose, Stage,	Surface, Fabric, Texture,	Negative, Positive, Shape		
Quality of line, Line Weight, Mark Making, Graphite, Quill, Watercolour, Water-soluble,	Present, Share, Reflect, Respond, Articulate, Feedback, Crit, Similarities, Differences,	Photograph, Focus,		
Composition, Sequencing, Visual Literacy, Narrative	Photograph, Lighting, Focus, Composition,	Present, Share, Reflect, Respond, Feedback		
Present, Share, Reflect, Respond, Articulate, Feedback, Crit, Similarities, Differences,				

Year 3 and 4	
Cycle B	

	Spring 1 Exploring Still Life (Paul Cezanne, Peter Claesz, N. Davidsz, Jacob Vosmaer, Hilar Meeuws, Hirasho Sato) Summer 2 Telling Stories (Rosie Hurley, Inbal Leitner, Ro	ry Pecis, Nicole Dyer, Baas		
Drawing	Sketchbooks	Painting	Making	Purpose/Visual Literacy/Articulation
Understand that charcoal is a drawing medium that lends itself to loose, gestural marks made on a larger scale. Gestural Drawing with Charcoal	Understand that artists use sketchbooks for different purposes and that each artist will find their own ways of working in a sketchbook. All Pathways for Year 4 Use sketchbooks to:	Understand that still life name given to the genre of painting (or making) a collection of objects/elements. Exploring Still Life That still life is a genre which artists have enjoyed for hundreds of years,, and which contemporary	Understand that many makers use other artforms as inspiration, such as literature, film, drama or music. Telling Stories	Look at the work of illustrators and graphic artists, painters and sculptors. Understand the processes, intentions an outcomes of different artists, using visual notes in a sketchbook to help consolidate and own the learning.
Understand charcoal and earth pigment were our first drawing tools as humans. Gestural Drawing with Charcoal	Practise drawing skills. Exploring Still Life Explore the qualities of charcoal. Gestural	artists still explore today. Exploring Still Life To explore colour (and colour mixing), line, shape, pattern and composition in creating a still life. To	Understand that when we make sculpture by moulding with our fingers it is called modelling (an additive	Understand artists often collaborate on projects, bringing different skills together. Deconstruct and discuss an original artwork, using the
Know that Chiaroscuro means "light/dark" and we can use the concept to explore tone in drawings. Gestural Drawing with Charcoal	Drawing with Charcoal Make visual notes to record ideas and processes discovered through looking at	consider lighting, surface, foreground and background. Exploring Still Life To use close observation and try different hues and tones to capture 3d form in 2 dimensions. (Option	process). <u>Telling Stories</u> That clay and Modroc are soft materials which finally dry/set hard. Telling Stories	sketchbooks to make visual notes to nurture pupils own creative response to the work. Understand we may all have different responses in terms of our thoughts and the things we make. That
Make marks using charcoal using hands as tools. Explore qualities of mark available using charcoal. Gestural Drawing with Charcoal Make charcoal drawings which explore	other artists. Exploring Still Life Make visual notes using a variety of media using the "Show Me What You See" technique when looking at other artists work to help consolidate learning and make the experience your own. Gestural Drawing with	to use collage from painted sheets). Exploring Still Life Options to work in clay, making reliefs inspired by fruit still lives, or make 3d graphic still lives using ink and foamboard. Exploring Still Life	An armature is an interior framework which support a sculpture. Telling Stories	we may share similarities. Understand all responses are valid. All Pathways for Year 4 Reflect upon the artists' work, and share your response verbally ("I liked I didn't understand it reminded me of It links to").
Chiaroscuro and which explore narrative/drama through lighting/shadow (link to drama). Gestural Drawing with Charcoal	Charcoal Telling Stories Test and experiment with materials. Exploring Still Life		Use Modroc or air dry clay to model characters inspired by literature. Consider form, texture, character, structure. Telling Stories	Present your own artwork (journey and any final outcome), reflect and share verbally ("I enjoyed This went well I would have liked next time I might I was inspired by). Talk about intention.
Option to explore making gestural drawings with charcoal using the whole body (link to dance). Gestural Drawing with Charcoal	Develop mark making skills. Gestural Drawing with Charcoal Working with Shape & Colour Animated Drawings Brainstorm pattern, colour, line and shape. Exploring Still Life		Make an armature to support the sculpture. <u>Telling Stories</u>	Work collaboratively to present outcomes to others where appropriate. Present as a team. Share responses to classmates work, appreciating similarities and differences. Listen to feedback about your own work and respond. Document work using still image (photography) or by making a drawing of the work. If using photography

Reflect. Exploring Still Life		consider lighting and focus. Some children may make films thinking about viewpoint, lighting & perspective All Pathways for Year 4	
uggested Drawing Exercises for alternate half terms: https://w	ww.accessart.org.uk/drawing-journey-children-7-9-exercises/ VOCABULARY		
Gestural Drawings with Charcoal:	Exploring Still Life:	Telling Stories Through Drawing & Making:	
Charcoal, Gestural, Loose, Expressive,	Still Life, Genre, Traditional, Contemporary,	Experiment, Test, Try Out	
Mark Making	Composition, Viewfinder, Background, Foreground,	Wash, Layer,	
Chiaroscuro, Tone, Tonal Values, Dark, Light, Midtone, Equint.	Light, Dark, Tone, Shadow, Colour, Hue, Tint,	Sculpture, Armature , Structure, Modroc , Character, Personality	
Positive & Negative Shapes, Silhouette,	Elements, Pattern, Texture, Mark Making, Appearance, 2D, 3D	Present, Share, Reflect, Respond, Feedback,	
Prama, Lighting, Shadow, Atmosphere, Narrative Photograph, Film, Composition, Present, Share, Reflect, Respond, Feedback	Present, Share, Reflect, Respond, Articulate, Feedback, Crit, Similarities, Differences,	Photograph, Lighting, Composition, Focus, Intention,	

Year 5 and 6 Cycle A	Autumn 2 Typography and Maps (Louise Fili, Grayson Perry, Paula Scher, Chris Kenny)	Purple = Substantive Knowledge Green = Implicit Knowledge / Skills
	Spring 2 Take a Seat (Yinka Ilori)	

	Shoreditch Sketcher, K	,	pes (Vanessa Gardiner,		
Drawing	Sketchbooks	Printmaking	Painting	Making	Purpose/Visual Literacy/Articulation
Understand that designers create fonts and work with Typography. Typography & Maps Understand that some artists use graphic skills to create pictorial maps, using symbols (personal and cultural) to map identity as well as geography. Typography & Maps Create fonts inspired by objects/elements around you. Use close observational drawing with pen to inspire, and use creative skills to transform into letters. Typography & Maps Draw over maps/existing marks to explore how you can make mark making more visually powerful. Typography & Maps Combine drawing with making to create pictorial / 3 dimension maps which explore qualities of your personality or otherwise respond to a theme. Explore line weight, rhythm, grip, mark making and shape, and explore how 2d can become 3d through manipulation of paper. Typography & Maps	Explore mark making. Typography & Maps Mixed Media Landscapes Make visual notes to capture, consolidate and reflect upon the artists studied. Typography & Maps Mixed Media Landscapes Experiment with different media and different marks to capture the energy of a landscape. Explore colour, and colour mixing, working intuitively to mix hues and tints, but able to articulate the processes involved. Mixed Media Landscapes Make visual notes to capture, consolidate and reflect upon the artists studied. Take a Seat		Understand that there is a tradition of artists working from land, sea or cityscapes. That artists use a variety of media to capture the energy of a place, and that artists often work outdoors to do this. Mixed Media Landscapes Explore how you can you paint (possibly combined with drawing) to capture your response to a place. Explore how the media you choose, combined with the marks you make and how you use your body will affect the end result. Think about colour, composition and mark making. Think about light and dark, movement and energy. Mixed Media Landscapes	Understand that designers & makers sometimes work towards briefs, but always brings their own experience in the project to bear. Take a Seat Understand that artists and designers add colour, texture, meaning and richness to our life. Take a Seat Understand that artists reinvent. Understand that as artists, we can take the work of others and re-form it to suit us. That we can be inspired by the past and make things for the future. Take a Seat Use a variety of materials to design (through making) and construct a scaled piece of furniture. Bring your personality and character to the piece. Let your nature inform the choice of materials and shapes you use. Take a Seat	Look at the work of designers, artists, animators architects. Understand the processes, intentions an outcomes of different artists, using visual notes in a sketchbook to help consolidate and own the learning. Understand we may all have different response in terms of our thoughts and the things we make. That we may share similarities. Understand all responses are valid. All Pathways for Year 5 Reflect upon the artists' work, and share your response verbally ("I liked I didn't understand it reminded me of It links to"). Present your own artwork (journey and any fina outcome), reflect and share verbally ("I enjoyed This went well I would have liked next time I might I was inspired by). Talk about intention. Work collaboratively to present outcomes to others where appropriate. Present as a team. Share responses to classmates work, appreciating similarities and differences. Listen to feedback about your own work and respond. Document work using still image (photography) or by making a drawing of the work. If using photography consider lighting and focus. Some children may make films thinking about viewpoint, lighting & perspective. Discuss the ways in which artists have a responsibility to themselves/society. What purpose does art serve? All Pathways for Year 5

VOCABULARY					
Typography & Maps:	Take a Seat:	Land and City Scapes:			
Typography, Graphics, Design,	Chair Design, Designer , Craftsperson , Maker	Landscape, Cityscape, Working from Life, Mixed Media,			
Purpose, Intention,	3D Doodle, Design through Making,	Composition, Format			
Exploratory,	Expression, Personality, Character,	Present, Share, Reflect, Respond, Articulate, Feedback, Crit,			
Visual Impact	Materials, Form, Function,	Similarities, Differences,			
Pictorial Maps, Identity, Symbols,	,,,,,,				
	Present, Share, Reflect, Respond, Articulate, Feedback, Crit,				
Present, Share, Reflect, Respond, Articulate, Feedback, Crit, Similarities, Differences,	Similarities, Differences,				

Year 5 and 6 Cycle B

Autumn 2 2D Drawing to 3D Making (Lubaina Himid, Claire Harrup)

Purple = Substantive Knowledge Green = Implicit Knowledge / Skills

	Spring 1 Exploring Barrett) Summer 1 Architefrom)				
Drawing	Sketchbooks	Printmaking	Painting	Making	Purpose/Visual Literacy/Articulation
Understand that there is often a close relationship between drawing and making. Understand that we can transform 2d drawings into 3d objects. 2D to 2D Understand that graphic designers use typography and image to create packaging which we aspire to use. 2D to 2D Understand that there are technical processes we can use to help us see, draw and scale up our work. 2D to 2D Explore using negative and positive space to "see" and draw a simple element/object. 2D to 2D Use the grid system to scale up the image above, transferring the image onto card. 2D to 2D Use collage to add tonal marks to the "flat image". 2D to 2D	Use sketchbooks to: Practise seeing negative and positive shapes. 2D to 2D Using the grid method to scale up an image. 2D to 2D Explore what your passions, hopes and fears might be. What makes you you? How can you find visual equivalents for the words in your head? Exploring Identity Explore combinations and layering of media. Exploring Identity Develop Mark Making Exploring Identity 2D to 2D Make visual notes to capture, consolidate and reflect upon the artists studied. Exploring Identity 2D to 2D Explore ideas relating to design (though do not use sketchbooks	Explore what kinds of topics or themes YOU care about. Articulate your fears, hopes, dreams. Think about what you could create (possibly working collaboratively) to share your voice and passion with the world. Exploring Identity	Explore how we can use layers (physical or digital) to explore and build portraits of ourselves which explore aspects of our background, experience, culture and personality. Exploring Identity Make independent decisions as to which materials are best to use, which kinds of marks, which methods will best help you explore. Exploring Identity	Understand that architects and other artists have responsibilities towards society. Understand that artists can help shape the world for the better. Architecture: Big or Small . Exploring Identity Understand that artists and designers add colour, texture, meaning and richness to our life. Exploring Identity Take a Seat Use Design through Making and scale models to create a piece of architecture which would make the world a better place. Use a combination of materials, construction methods and tools. Reflect as part of the building process so that you can understand how your intention relates to the reality of what you are building. Architecture: Big or Small	Look at the work of designers, artists, art activists, installation artists, craftspeople and puppeteers. Understand that artists use art to explore their own experience, and that as viewers we can use our visual literacy skills to learn more about both the artist and ourselves. Understand we may all have different responses in terms of our thoughts and the things we make. That we may share similarities. Understand all responses are valid. All Pathways for Year 6 Reflect upon the artists' work, and share your response verbally ("I liked I didn't understand it reminded me of It links to"). Present your own artwork (journey and any final outcome), reflect and share verbally ("I enjoyed This went well I would have liked next time I might I was inspired by). Talk about intention. Work collaboratively to present outcomes to others where appropriate. Present as a team. Share responses to classmates work, appreciating similarities and differences. Listen to feedback about your own work and respond. Document work using still image (photography) or by making a drawing of the work. If using photography consider lighting and focus. Some children may make films thinking about viewpoint, lighting & perspective. All Pathways for Year 6

to design an army				T	
to design on paper), exploring thoughts					
about inspiration					
source, materials,					
textures, colours,					
mood, lighting etc.					
Architecture: Big or Small Exploring					
Identity					
<u>Identity</u>					
Suggested Drawing Exercises for alternate half term	s: https://www.accessart.c	org.uk/drawing-journey-children-9-11	-exercises/		
		VOCABULARY	1		
2D Drawing to 3D Making:		Exploring Identity:		Architecture Dream Big or Small:	
2D Drawing				Domestic Architecture, Aspirational, Visionary,	
	Identit	ty, Layer, Constructed,		Environmental, Ti	ny House, Movement,
3D Object	1.00.11.1	2,7, 20,700, 00,100, 00,000,			
-	Portra	iture		Form, Structure, N	Materials, Balance, Scale, Interior, Exterior,
Packaging	Tortia	ituic		Context, Location	, , , , , ,
	Layerii	ng			
Negative space	Layern	i ig		Design through Ma	aking, Model, Maquette,
	D:-!1	Aut Dhysical		2 23/8/1 2/11 2 28/11 14/11	o,
Grid method		Digital Art, Physical		Dresent Share Po	flect, Respond, Articulate, Feedback, Crit,
Grid method					
Carling				Similarities, Differe	ences,
Scaling up		nt, Share, Reflect, Respond, Articu	late, Feedback, Crit,		
	Similar	rities, Differences,			
Net, Typography, Graphic Design					
Collage					

Present, Share, Reflect, Respond, Articulate, Feedback, Crit,

Similarities, Differences,