

Art at Smallwood

The Art and design curriculum is based on the Early Years Curriculum and National Curriculum and shows progression in skills throughout the school.

Art and design work is often linked to and enhances the termly topic-based themes. In addition skills-specific lessons are taught to introduce techniques and materials.

Pupils are taught about great artists and designers in history and make links to their own work.

A table to show progression through techniques in relation to the different areas of art and design

Drawing	Painting	3D work	Collage	Printing	Textiles
Make marks, signs and symbols on a variety of types of paper	Explore making marks on a variety of papers	Handle, feel and manipulate rigid and malleable materials	Handle different materials from the class 'bit box'	Random experimental printing with hands, feet and found materials	Handle and manipulate materials such as threads, cottons, wool, raffia
Be spontaneously expressive – using marks, lines and curves	Use a variety of tools to spread paint as well as brushes	Pull apart and re-construct basic shapes	Select and sort, cut, tear and stitch, discuss activity	Use one colour of paint or ink on a block	Show an awareness of colour, texture and shape
Use line to represent objects seen, remembered or imagined	Explore mark-making using thick brushes, foam and sponge brushes	Become aware of form, feel, texture, pattern and weight	Sort according to specific qualities (e.g. shiny, smooth)	Make repeating patterns, random or organised, with a range of blocks	Sort, collect and pull apart cloths and threads
Explore tone using different grades of pencil	Experiment with and enjoy colour	Experiment with basic tools on rigid and plastic materials	Engage in more complex activities (e.g. cutting and sewing a variety of materials)	Extend repeating patterns (e.g. overlapping, using 2 contrasting colours)	Stitch and cut threads and fibres
Use line and tone to represent things seen, remembered or observed	Create pattern using different tools and colours	Compare and re-create form and shape to natural and made environments	Experience adhesives and select the most effective for a given task	Explore and re-create patterns and textures with an extended range of materials (e.g. sponges, leaves, fruit segments)	Simple weaving with strong wool through a stiff card loom
Explore shading, using different media	Use colour and marks to express mood	Create texture using rigid and plastic materials and a variety of tools	Develop skills of overlapping and overlaying	Explore images through monoprinting on a variety of materials	Weave paper, progressing from one to two colours
Draw familiar things from different viewpoints	Represent things observed, remembered or imagined using colour/tools	Use stimuli to create simple 2D and 3d using a variety of tools and materials	Develop awareness of contrasts in texture and colour	Explore images and re-create texture using wallpaper, string, polystyrene etc.	Be able to discriminate between materials

Use line, tone and shade to represent things seen, remembered or imagined	Introduce different types of brushes for specific purposes	Re-create 2D images in a 3D piece (e.g. the houses of the 3 little pigs)	Experiment with creating mood, feeling, movement and areas of interest	Explore colour-mixing through printing, using 2 colours and a variety of materials	Print on fabrics
Experiment with line, tone and shade	Explore the effect on paint of adding water, glue, sand and sawdust	Show an awareness of texture, form and shape by re-creating an image in 3D form	Interpret stories, music, poems and other stimuli	Use printing to represent the natural environment	Simple straight stitching
Use a range of materials to produce line, tone and shade	Introduction to primary and secondary colours with the addition of black and white and other hues	Begin to look at colour and pattern in 3D structures, transferring knowledge to their own work	Use the natural environment or townscape as a stimulus	Compare own image and pattern-making with that of well-known artists e.g. William Morris	Use contrasting colours in stitching and weaving
Select appropriate media and techniques to achieve a specific outcome	Create different effects by using a variety of tools and techniques such as dots, scratches and splashes	Explore how stimuli can be used as a starting point for 3D work with a particular focus on form, shape, pattern, texture and colour	Select and use materials to achieve a specific outcome	Make connections between own work and patterns in their local environment (e.g. floor tiles in church)	Dye fabrics (e.g. tie dye, batik)
	Use different methods, colour and a variety of tools to express mood	Look at 3D work from a variety of genres and culture and develop own response through experimentation	Embellish using a variety of techniques including drawing, painting and printing	Re-create images through relief printing using card	Develop an awareness of the natural environment through colour-matching
	Investigate symbols, shapes, form and composition	Re-create images in 2D and 3D, looking at one area of experience (e.g. re-create a landscape painting, focus on textures)	Develop experience in embellishing using more advanced stitching and appliqué techniques	Build up drawings and images of whole or parts of items, using various techniques (e.g. card, relief)	Use plaiting, stapling, pinning and stitching techniques
	Use techniques, tools and effects to represent things seen, remembered or imagined	Make imaginative use of the knowledge acquired of tools, techniques and materials to express own ideas and feelings	Apply knowledge of different techniques as a form of expression	Re-create a scene remembered, observed or imagined, through collage printing	Stitch using various threads to produce more complex patterns
	Explore the effect of light and colour, texture and tone on natural and man-made objects		Design an artefact, using knowledge of techniques, for a specific outcome	Design prints for fabrics, book covers and wallpaper	Cut and stitch patterns
				Carry out screen-printing	Experiment with soft sculpture, cut and join patterns, embellishing the components
				Experiment with approaches used by other artists	Design shapes, tie dyes, batiks and prints for a specific outcome