



Art & Design

Progression of knowledge and Skills

*In Jesus' footsteps we will grow in grace
and knowledge*



| Early Years | Autumn | Spring | Summer |
|------------------|---|--------|--------|
| Nursery | <p>Personal, Social and Emotional Development</p> <ul style="list-style-type: none">• Select and use activities and resources, with help when needed. This helps them to achieve a goal they have chosen or one which is suggested to them. <p>Physical Development</p> <ul style="list-style-type: none">• Use large-muscle movements to wave flags and streamers, paint and make marks. • Choose the right resources to carry out their own plan. • Use one-handed tools and equipment, for example, making snips in paper with scissors. <p>Understanding the World</p> <ul style="list-style-type: none">• Explore how things work. <p>Expressive Arts and Design</p> <ul style="list-style-type: none">• Make imaginative and complex 'small worlds' with blocks and construction kits, such as a city with different buildings and a park. • Explore different materials freely, in order to develop their ideas about how to use them and what to make. • Develop their own ideas and then decide which materials to use to express them. • Create closed shapes with continuous lines, and begin to use these shapes to represent objects | | |
| Reception | <p>Physical Development</p> <ul style="list-style-type: none">• Progress towards a more fluent style of moving, with developing control and grace.• Develop their small motor skills so that they can use a range of tools competently, safely and confidently.• Use their core muscle strength to achieve a good posture when sitting at a table or sitting on the floor. <p>Expressive Arts and Design</p> <ul style="list-style-type: none">• Explore, use and refine a variety of artistic effects to express their ideas and feelings.• Return to and build on their previous learning, refining ideas and developing their ability to represent them.• Create collaboratively, sharing ideas, resources and skills. | | |
| ELG | <p>Physical Development Fine Motor Skills</p> <ul style="list-style-type: none">• Use a range of small tools, including scissors, paintbrushes and cutlery. <p>Expressive Arts and Design Creating with Materials</p> <ul style="list-style-type: none">• Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.• Share their creations, explaining the process they have used. | | |



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| Key Stage 1 | Autumn 1 | Spring 1 | Summer 1 |
|----------------|--|---|--|
| Cycle A | <p>Art and Design Skills</p> <p>Use a range of materials creatively to design and make products.</p> <p>Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.</p> <p>Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.</p> <p>Learn about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.</p> | <p>Formal elements of art</p> <p>Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space, or use drawing to develop and share their ideas, experiences and imagination.</p> <p>Learn about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.</p> <p>Evaluate and analyse creative works using the language of art, craft and design.</p> <p>Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.</p> | <p>Landscapes using different media</p> <p>Use a range of materials creatively to design and make products</p> <p>Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.</p> <p>Learn about the work of a range of artists describing the differences and similarities between different practices and disciplines, and making links to their own work.</p> <p>Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.</p> <p>Become proficient in drawing, painting, sculpture and other art, craft and design techniques.</p> |
| Cycle B | <p>Formal elements of art</p> <p>To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.</p> <p>To develop a wide range of art and design techniques in using line, shape, form and space.</p> <p>About the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.</p> <p>To use a range of materials creatively to design and make products.</p> | <p>Sculpture and Mixed Media</p> <p>Use a range of materials creatively to design and make products.</p> <p>Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.</p> <p>Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.</p> <p>Be taught about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.</p> | <p>Art and Design Skills</p> <p>Use drawing, painting and sculpture, to develop and share their ideas, experiences and imagination</p> <p>To develop a wide range of art and design techniques in using line, shape, form and space.</p> <p>Learn about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.</p> <p>Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.</p> <p>Use a range of materials creatively to design and make products.</p> |



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| Lower Key Stage 2 | Autumn 1 | Spring 1 | Summer 1 |
|-------------------|---|---|--|
| Cycle A | <p>Prehistoric Art Create sketchbooks to record their observations and use them to review and revisit ideas Know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms Develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design Improve their mastery of art and design techniques, including drawing, painting and sculpture About great artists, architects and designers in history</p> | <p>Formal Elements of Art Develop their techniques, including their control and their use of material To improve their mastery of Art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]</p> | <p>Craft Develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design Create sketch books to record their observations and use them to review and revisit ideas Improve their mastery of art and design techniques, including weaving Learn about great artists, architects and designers in history Art and Design Skills Lesson 2 and 3 Develop a wide range of Art and design techniques in using colour, pattern, texture, line, shape, form and space Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination</p> |
| Cycle B | <p>Art and Design Skills Improve their mastery of Art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay] About great artists, architects and designers in history Develop a wide range of Art and design techniques in using colour, pattern, texture, line, shape, form and space Create sketchbooks to record their observations and use them to review and revisit ideas Produce creative work, exploring their ideas and recording their experiences Evaluate and analyse creative works using the language of art, craft and design Know about great artists, craft makers and designers, and understand the historical and cultural development of their art form</p> | <p>Formal Elements of Art Create sketchbooks to record their observations and use them to review and revisit ideas Improve their mastery of Art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay] Develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design</p> | <p>Every picture tells a Story About great artists, architects and designers in history Learn about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work</p> |



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| Upper Key Stage 2 | Autumn 1 | Spring 1 | Summer 1 |
|-------------------|--|--|--|
| Year 5 | <p>Formal elements of art Architecture Improve their mastery of art and design techniques, including drawing, painting and sculpture. Create sketchbooks to record their observations and use them to review and revisit ideas. Develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design. Learn about great artists, architects and designers in history.</p> | <p>Every picture tells a story Become proficient in drawing, painting, sculpture and other art, craft and design techniques. Evaluate and analyse creative works using the language of art, craft and design. Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]. About great artists, architects and designers in history. Develop their techniques, including their control and their use of materials, with creativity. Experimentation and an increasing awareness of different kinds of art, craft and design.</p> | <p>Design for a purpose Become proficient in drawing, painting, sculpture and other art, craft and design techniques. Evaluate and analyse creative works using the language of art, craft and design. To improve their mastery of art and design techniques.</p> |
| Year 6 | <p>Still Life Develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design. Use the sketchbook to make observations and preparatory drawings. Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay].</p> | <p>Make my Voice Heard Pupils should be taught to develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design To improve their mastery of Art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay] About great artists, architects and designers in history</p> | <p>Art and Design Skills To improve their mastery of Art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]. Evaluate and analyse creative works using the language of art, craft and design. Become proficient in drawing, painting, sculpture and other art, craft and design techniques.</p> |



Art & Design Curriculum Essential Elements

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St Leonard's Art and Design Curriculum fulfils the statutory requirements outlined in the National Curriculum (2014).
The National Curriculum for Art and design aims to ensure that all pupils:

| | | | |
|--|--|---|---|
| ★ produce creative work, exploring their ideas and recording their experiences | ★ become proficient in drawing, painting, sculpture and other art, craft and design techniques | ★ evaluate and analyse creative works using the language of art, craft and design | ★ know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms |
|--|--|---|---|

From these aims we have identified five strands which run throughout our Art and Design Curriculum:

| | | | | |
|---------------|------------------|-----------------|----------------------|------------|
| Making skills | Generating ideas | Formal elements | Knowledge of Artists | Evaluating |
|---------------|------------------|-----------------|----------------------|------------|