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Drawing						
EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Year 1 of cycle Term 1 - All About Me Year 2 of cycle	Term 6 Pirates	Term 6 Paws, Claws and Whiskers	Term 3 Prehistoric World	Term 1 Trash or Treasure	Term 2 Fawkham Child	Term 2 Shakespeare
Term 1 – About Me			Terms 5& 6 Dragons			Term 5 Egyptians
-express their feeling through drawing - create moods in their drawings draw controlled lines and use the skill to make different shapes -interpret an object through drawing?	All of Year R skills plus:- -draw lines of different shapes and thickness, using different grades of pencil	-understand where they might use different grades of pencil in their drawing and why -use charcoal and pastels to create different drawing styles -create different tones using light and dark - use different shading techniques to create different tones -show patterns and texture in their drawings -use a viewfinder to focus on a specific part of an artefact before drawing it	<ul> <li>-use their sketches to develop a final piece of work</li> <li>-use drawing as a tool to express an idea?</li> <li>- use different shading techniques to give depth to a drawing</li> <li>-use different shading techniques to create texture in a drawing</li> </ul>	-experiment with drawing techniques to support their observations -create a sense of distances and proportion in a drawing -use experimental drawing techniques to create atmosphere in a drawing -explain why they have chosen specific materials to draw with	All of Year 4 skills plus:- -use line to create movement in a drawing -understand how drawing skills can support other medias -develop a series of drawings that explore a theme	-sketches communicate ideas and convey a sense of individual style -drawings show a strong understanding of how to use shading techniques to create depth and tone -know when to apply different drawing techniques to support their outcomes - create accurate and experimental drawings -explain how they have combined different tools and explain why they have chosen specific drawing techniques

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Painting	Painting									
EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6				
Year 1 of cycle T6 – Under the Sea Year 2 of cycle T5 – Down on the Farm	Term 5 Africa and Safari	Terms 1&2 Space Term 5 Big City	Term 1 Make a Splash	Term 1 Trash or Treasure	Term 5 Ancient Greece	Term 1 All About Me				
-experiment with a range of painting equipment -paint controlled lines and use the skill to make different shapes -mix colours and describe how they change	-express their feelings through painting - interpret an object through painting -have an understanding of basic colour theory	-mix paint to explore colour theory? -create shades of a colour -experiment with watercolour techniques to create different effects	-mix a range of colours in the colour wheel -identify what colours work well together -create a background using a wash -use a range of brushes to create different effects	-understand the different properties of different paints -create mood in a painting -use shade to create depth in a painting	All of Year 4 skills plus:- - create a range of shades using different kinds of paint -identify different painting styles and how artists are influenced by these styles over time	-explain what their own style is -use a wide range of techniques in their work and explain why they have chosen these techniques - have a strong understanding of colour theory and how to use it to create a balanced painting				

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Printing				1		
EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Year 1 of cycle T2 – When I go to sleep Year 2 of cycle T3 – Once Up[on a Time	Term 1 Where I Live	Term 5 Big City	Term 2 Rainforest	Term 6 Extreme Earth	Term 3 Raging Rivers	Term 6 All About Me
-use different tools through printing to create marks -create a simple pattern - repeat a print to make a simple pattern	-recognise different marks through printing with different objects -repeat a print to make a pattern - apply drawing skills to print	- create a repeat print -create an impression in a surface and use this to print -find printing opportunities in everyday objects	-experiment with layered printing using 2 colours or more -understand how printing can be used to make numerous designs -transfer a drawing into a print	-explore a variety of printing techniques -create an accurate print design -use printmaking as a tool with other medias to develop a final outcome	-print using a material -create an accurate print design that reflects a theme or ideas -make links with printmaking and other medias to help develop their work	-overprint using different colours -identify different printing methods and make decisions about the effectiveness of their printing methods -know to make a positive and a negative print

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3D/Textiles								
EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6		
Year 1 of cycle	Term 2	Terms 3 & 4	Term 3	Term 5	Term 1	Term 6		
T4 – In the Land of	Once Upon a	Looking After Our World	Pre-historic World	Extreme Earth	Space	What a Performance		
Make Believe	Time							
Year 2 of cycle			Terms 5&6		Term 2			
T2- Into the Woods	Term 3		Dragons		Fawkham Child			
T4 – Yum Yum	Frozen Kingdom							
-use found objects to	-recognise	-mould, form and shape	-add layers onto	-experiment with	All of Year 4 skills plus:-	-create models on a		
build	different textures	and bond materials to	their work to create	and combine	-interpret an object in a	range of scales		
<ul> <li>select and use</li> </ul>	in different	create a 3D form	texture and shape	materials and	3D form	-create work which is		
appropriate 3D shapes	surfaces	-use bonding techniques	-work collaboratively	processes to design	-experiment with	open to interpretation by		
to build and recreate	- use different	to add parts onto their	to create a large	and make 3D form	different ways of	the audience		
models	materials to	sculpture	sculptural form	-take a 2D drawing	exploring textiles	-include both visual and		
- manipulate fabric to	create raised	- apply a smooth surface	- use fabrics to build	into a 3D form		tactile elements in their		
achieve a desired	texture	to a sculptural form	an image	- shape using a		work		
effect (e.g. weaving,	-scrunch, roll,	-add line and shape to	-add detail to a piece	variety of		-know the properties of a		
costume making,	shape materials	their work	of work	mouldable		wide range of different		
paper making)	to make a 3D	-bond fabrics together	- add texture to a	materials		sculptural materials and		
-weave a pattern	form	-build an image using	piece of work	-explore a range of		how to use them		
-use their senses make	-group fabrics and	fabrics		textures using				
observations about	threads by colour	-create a large scale		textiles				
the different types of	and texture	textile or sculpture piece		-transfer a drawing				
textiles	-weave a pattern	through class		into a textile design				
	-identify when	collaboration		-use artists to				
	patterns are used			influence their				
	in textile design?			textile designs				

## Art Desig

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Collage						
EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Year 1 of cycle T5 – In the Garden Year 2 of cycle T6 – Where Shall we go Today?	Term 3 Frozen Kingdom	Terms 1&2 Space	Term 2 Rainforest	Term 6 Rotton Romans	Term 5 Ancient Greece	Term 5 Egyptians
-cut and tear paper and card for their collages - colour sort materials -build layers of materials to create an image with support	Embed all of Year R skills	-interpret an object through collage -use different kinds of media to embellish and add details on their collage and explain what effect this has	-overlap materials -use collage as a tool to develop a piece in mixed media -use collage to create a mood boards of ideas	Embed all of Year 3 skills	Embed all previous skills and:- -overlap materials to build an image -combine pattern, tone and shape in collage	-justify the materials they have chosen -combine pattern, tone and shape -use collage as a tool as part of a mixed media project -express their ideas through collage?

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Use of IT						
EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Year 1 of cycle T3 – Who Can Help Me? Year 2 of cycle T3 – Once Upon a Time	Term 4 Superheros	Term 6 Paws, Claws & Whiskers	Term 5&6 Dragons	Term 6 Rotton Romans	Term 6 What a Performance	Term 3 WWll
-use a simple painting program to create a picture -experiment using different tools in an application	All of Year R skills plus:- -recognise the different tools and how to use them -go back and change their picture	-create a picture independently? - use simple IT mark- making tools, e.g. brush and pen tools -edit their own work -change their photographic images on a computer	-combine digital images with other media -use IT programs to create a piece of work that includes their own work and that of others (using www) -use the www to research an artist or style of art	-present a collection of their work on a slide show -create a piece of art work which includes the integration of digital images they have taken - combine graphics and text based on their research	-create a piece of art work which includes the integration of digital images they have taken -combine graphics and text based on their research -scan images and take digital photos, and use software to alter them, adapt them - create digital images with animation, video and sound to communicate their ideas	-use software packages to create pieces of digital art to design -create a piece of art which can be used as part of a wider presentation

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Sketchbooks									
EYFS	sketches in their ske -make links with an their sketchbooks	Year 2 ate their ideas through etchbooks artist and show this in oks as a mode to record	Year 3 -use their sketch books to express feelings about a subject and to describe likes and dislikes -make notes in their sketch books about techniques used by artists -suggest improvements to their work by keeping notes in their sketch books	Year 4 - use their sketch books to express their feelings about various subjects and outline likes and dislikes -produce a mood board to inspire and influence their work - use their sketch books to adapt and improve their original ideas -keep notes about the purpose of their work in their sketch books -evaluate their learning and record in sketchbooks	Year 5 -experiment with different styles which artists have used -use their sketchbooks as a mode to record the learning journey -use their sketchbooks to explore and practice a range of materials, record ideas, and experiment -use their sketchbooks to build and record their knowledge -compare sketchbook ideas and give supportive and constructive feedback on peers development	Year 6 -sketch books contain detailed notes, and quotes explaining their drawings and ideas -compare their methods to those of others and keep notes in their sketch books -adapt and refine their work to reflect its meaning and purpose, keeping notes and annotations in their sketch books			

## Art Design Progression in Skills at Fawkham CEP School



## Knowledge

EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
-Van Gogh -Matisse -Picasso -Seurat -Dumont - Signac -Archibaldo - Bonheur	-Warhol -Wood -Turner	-Thorpe -Pollack -O'Keefe	-Monet -Rousseu	-Gormley	-Chan -Yoshizaw -Tyndall -Hokusai	-Close -Lang -Geddes - Kahlo -Duo -Abedini
- Kandinsky - describe what they can see and like in the work of another artist/craft maker/designer -say what they liked about their artwork or what they did well	All of Year R skills plus: - express their feelings about their own piece of art -express their feelings about a peer's piece of art	-make links to an artist to inspire their work -make topic links to their art -say how other artist/craft maker/designer have used colour, pattern and shape	-compare the work of different artists -explore work from other cultures -communicate what they feel the artist is trying to express in their work -communicate what they are trying to express in their own work	All of Year 3 skills plus: -explain how art can change over time	-experiment with different styles which artists have used -learn about the work of others by looking at their work in books, the Internet, visits to galleries and sharing ideas as a class -critic each other's work as a way of developing and supportive each other's ideas -understand how different medias can be combined and work together -know to develop an idea through exploration and experimentation	-make a record about the styles and qualities in their pieces -say what their work is influenced by -include technical aspects in their work, e.g. architectural design -have knowledge of a wide range of artists and have formed their own opinions on their different styles