Holy Trinity Academy
Topic - Skill Overview for Art and Design

|  | Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 |
| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | Experiment with a variety of media; pencils, rubbers, crayons, pastels, felt tips, charcoal, pen, chalk. <br> Begin to control the types of marks made with the range of media. <br> Draw on different surfaces with a range of media. <br> Start to record simple media explorations in a sketch book. <br> Develop a range of tone using a pencil and use a variety of drawing techniques such as: hatching, scribbling, stippling, and blending to create light/ dark lines. <br> Investigate textures by describing, naming, rubbing, copying. <br> Produce an expanding range of patterns and textures | Begin control the types of marks made with the range of media such as crayons, pastels, felt tips, charcoal, pen, chalk. <br> Control the types of marks made with the range of media. <br> Draw on different surfaces with a range of media. <br> Use a sketchbook to plan and develop simple ideas. <br> Continue to investigate tone by drawing light/dark lines, light/dark patterns, light/dark shapes using a pencil. <br> Name, match and draw lines/marks from observations. <br> Continue to Investigate textures and produce an expanding range of patterns | Develop intricate patterns/ marks with a variety of media. <br> Demonstrate experience in different grades of pencil and other implements to draw different forms and shapes. <br> Use a sketchbook to record media explorations and experimentations as well as planning and collecting source material for future works. <br> Begin to show an awareness of objects having a third dimension and perspective. <br> Create textures and patterns with a wide rage of drawing implements. | Develop intricate patterns using different grades of pencil and other implements to create lines and marks. <br> Draw for a sustained period of time at an appropriate level. Experiment with different grades of pencil and other implements to achieve variations in tone and make marks on a range of media. <br> Use sketchbooks to collect and record visual information from different sources as well as planning and colleting source material for future works. <br> Have opportunities to develop further drawings featuring the third dimension and perspective. <br> Experiment with different grades of pencil and other implements to achieve variations in tone. <br> Further develop drawing a range of tones, lines using a pencil. Include in their drawing a range of technique and begin to understand why they best suit | Work in a sustained and independent way to create a detailed drawing. Develop a key element of their work: line, tone, pattern, texture. <br> Draw for a sustained period of time at an appropriate level. <br> Use different techniques for different purposes i.e. shading, hatching within their own work. <br> Use sketchbooks to collect and record visual information from different sources as well as planning and colleting source material for future works. <br> Start to develop their own style using tonal contrast and mixed media. <br> Have opportunities to develop further simple perspective in their work using a single focal point and horizon. Begin to develop an awareness of composition, scale and proportion in their paintings. <br> Use drawing techniques to work from a variety of sources including observation, photographs and digital images. <br> Develop close observation skills using a variety of view finders | Work in a sustained and independent way to develop their own style of drawing. This style may be through the development of: line, tone, pattern, texture. <br> Draw for a sustained period of time over a number of sessions working on one piece. <br> Use different techniques for different purposes i.e. shading, hatching within their own work, understanding which works well in their work and why. <br> Use sketchbooks to collect and record visual information from different sources as well as planning and colleting source material. <br> Adapt their work according to their views and describe how they might develop it further. Develop their own style using tonal contrast and mixed media. <br> Have opportunities to develop further simple perspective in their work using a single focal point and horizon. <br> Develop an awareness of composition, scale and proportion in their paintings. |

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|  | Begin to identify different forms of textiles. <br> Have experience in colouring textiles: printing, fabric crayons. <br> Use more than one type of stitch. Explain how to thread a needle and have a go. <br> Have some experience of weaving and understand the process and some techniques. <br> Begin to identify different types and textures of fabric and materials for collage. <br> Use appropriate language to describe colours, media, equipment and textures. <br> Artists: Ashley, Fassett, African/ Indian. | To be able to name some forms of textiles. <br> Match and sort fabrics and threads for colour, texture, length, size and shape. <br> Gain confidence in stitching two pieces of fabric. Explain how to thread a needle and have a go. <br> Continue to gain experience in weaving, both 3D and flat i.e. grass through twigs, carrier bags on a bike wheel <br> Use a sketchbook to plan and develop simple ideas and making simple informed choices in media. <br> Change and modify threads and fabrics, knotting, fraying, fringing, pulling threads, twisting, plaiting. <br> Gain experience in applying colour with printing, dipping, fabric crayons <br> Create and use dyes i.e. onion skins, tea, coffee | Show awareness and name a range of different fabrics. <br> Use a variety of techniques, e.g. printing, dyeing, weaving and stitching to create different textural effects <br> Apply decoration using beads, buttons, feathers etc. <br> Continue to gain experience in applying colour with printing. <br> Explore using resist paste and batik. <br> Show further experience in changing and modifying threads and fabrics, knotting, fraying, fringing, pulling threads, twisting, plaiting. <br> Use a sketchbook to plan, collect and develop ideas. To record textile explorations and experimentations as well as try out ideas. <br> Demonstrate experience in looking at fabrics from other countries. Discuss own and others work, expressing thoughts and feelings, and using knowledge and understanding of artists and techniques. | Plan a design in a sketchbook and execute it. <br> Use a technique as a basis for stitch embroidery. <br> Apply decoration using needle and thread: buttons, sequins. <br> Become confident in applying colour with printing, tie dye. Create and use dyes. Use resist paste and batik. <br> Use sketchbooks to collect and record visual information from different sources. To record textile explorations and experimentations as well as try out ideas. <br> Adapt work as and when necessary and explain why. <br> Change and modify threads and fabrics, Use language appropriate to skill and technique. <br> Demonstrate experience in looking at fabrics from other countries | Use a variety of techniques, e.g. printing, dyeing, weaving and stitching to create different textural effects. <br> Demonstrate experience in 3 D weaving. <br> Produce two colour tie dye. <br> Continue to ain experience in batik- use more than one colour. <br> Plan a design in a sketchbook and execute it. <br> Use sketchbooks Plan a sculpture through drawing and other preparatory work. <br> Use the sketch book to plan how to join parts of the sculpture. <br> Demonstrate experience in combining techniques to produce an end piece: Embroidery over tie dye. <br> Show awareness of the skills involved in aspects such as knitting, lace making. <br> Change and modify threads and fabrics, Use language appropriate to skill and technique | Experiment with a variety of techniques exploiting ideas from sketchbook. <br> Use a number of different stitches creatively to produce different patterns and textures. <br> Work in 2D and 3D as required. <br> Design, plan and decorate a fabric piece. <br> Recognise different forms of textiles and express opinions on them. <br> Use sketchbooks to collect and record visual information from different sources. <br> Use the sketch book to plan how to join parts of the sculpture. <br> Adapt their work according to their views and describe how they might develop it further. <br> Annotate work in sketchbook. <br> Use language appropriate to skill and technique |

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|  | Look and talk about what they describing simple techniques and media used. <br> Identify what they might change in their they might develop in their future work | Discuss own work and others work, expressing thoughts and feelings. <br> Identify changes they might make or be developed further. <br> Annotate work in sketchbooks | Discuss own and others work, and feelings, and using knowledge and understanding of artists and techniques <br> Adapt work <br> according to their views and describe how they might develop it further | Discuss and review own and others work and feelings, and dentify modifications/ they can be developed further | Discuss and review own and others work. feelings and idenhts and Teeings, andicicenity moditications/ changes and see how they can be developed futher Identify arisists who have worked in a similior way to their own work. | Discuss and review own and others work and feelings explaining their views and identify/ explain modifications/ changes and see how they can be developed further. Identify artists who have worked in a own |

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|  | Explore the work of a range of aritists designers, describing the differences and similarities between different practices making links to their own work. <br> Look at and talk about own work artists and the fechniques they had used. | Explore the work of a range of artists craft makers and designers, differences and similarities between different practices and disciplines, and making links to their own work. <br> Discuss own work and others work, and feelings. <br> Artists: Durer, Da Vinci, Cezanne | Continue to explore the work of a range of and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work <br> Discuss own and others work, expressing thoughts and feelings, and using knowledge and understanding of artists and techniques. <br> Artists: Picasso, Hopper, Surrealism etc. | Discuss and review own and others work and feelings, and identify modifications/ changes and see how developed <br> Begin to explore a range of great artists, architects and designers in history. <br> Artists: Goya, Sargent Holbein. | Discuss and review own and others work expressing thoughts and feelings, and identify modifications changes and see how they can be <br> Identify artists who have worked in a similar way to their own work. Explore a range of great artists, architects and designers in history <br> Compare the style of different styles and Moore, Aztec. <br> Artists: Moore sketchbooks, Rossett Klee, Calder, Cassa | Discuss and review own and others work expressing thoughts and feelings and identify modification changes and see how they can be developed further. <br> Identify artists who have worked in a similar way to <br> Explore a range of great artists, architects and designers in history and identify those who have worked in a similar way to them. <br> Artists: Have opportunity to explore modern and traditional artists using ICT and other resources. |

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|  | Experiment with a variety of media; different brush sizes and tools. <br> Explore lightening and darkening paint without the use of black or white. <br> Begin to control the types of marks made with the range of media. <br> Paint on different surfaces with a range of media. <br> Start to record simple media explorations in a sketch book. <br> Start to mix a range of secondary colours, moving towards predicting resulting colours | Begin to control the types of marks made with a range of painting techniques e.g. layering, mixing media, and adding texture. <br> Continue to experiment in lighten and darken without the use of black or white. Begin to mix colour shades and tones. <br> Use a sketchbook to plan and develop simple ideas and continue to store information on colour mixing, the colour wheel and colour spectrums. <br> Continue to control the types of marks made with the range of media. <br> Use a brush to produce marks appropriate to work. E.g. small brush for small marks. | Demonstrate increasing control the types of marks made and experiment with different effects and textures inc. blocking in colour, washes, thickened paint creating textural effects. <br> Use light and dark within painting and begin to explore complimentary colours. <br> Mix colour, shades and tones with increasing confidence. <br> Use a sketchbook to record media explorations and experimentations as well as try out ideas, plan colours and collect source material for future works. <br> Confidently create different effects and textures with paint according to what they need for the task | Confidently control the types of marks made and experiment with different effects and textures inc. blocking in colour, washes, thickened paint creating textural effects. <br> Start to develop a painting from a drawing. <br> Begin to choose appropriate media to work with. Use light and dark within painting and show understanding of complimentary colours. Mix colour, shades and tones with increasing confidence. <br> Use sketchbooks to collect and record visual information from different sources as well as planning, trying out ideas, plan colours and collect source material for future works. <br> Start to look at working in the style of a selected artist (not copying) | Confidently control the types of marks made and experiment with different effects and textures inc. blocking in colour, washes, thickened paint creating textural effects. <br> Mix and match colours to create atmosphere and light effects. Mix colour, shades and tones with confidence building on previous knowledge. <br> Use sketchbooks to collect and record visual information from different sources as well as planning, trying out ideas, plan colours and collect source material for future works <br> Start to develop their own style using tonal contrast and mixed media. <br> Recognise the art of key artists and begin to place them in key movements or historical events | Work in a sustained and independent way to develop their own style of painting. This style may be through the development of: colour, tone and shade. <br> Purposely control the types of marks made and experiment with different effects and textures inc. blocking in colour, washes, thickened paint creating textural effects. <br> Mix colour, shades and tones with confidence building on previous knowledge. Understanding which works well in their work and why. |

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Experiment in a variety of
malleable media such as clay, papier Mache, Salt dough modroc.

Shape and mode materials for a purpose, e.g. pot, tile imagination.

Continue to
manipulate malleable materials in a variety of ways including rolling, pinching and kneading.

Impress and apply simple decoration techniques:
impressed, painted,
applied.
Use tools and equipment safely and in the correct way.

## Artists: Moore

African, Native American.

Use equipment and media with increasing confidence.

Shape, form, construc $\dagger$ and model from observation and
imagination.

Use a sketchbook to plan and develop simple ideas and making simple informed choices in media.

Demonstrate experience in surface patterns/ textures and use them when appropriate.

Explore carving as a form of 3D art.

Artists: Hepworth, Arp, Nevelson, Gabo.

Use equipment and media with confidence. Learn to secure work to continue at a later date.

Join two parts successfully. Construct a simple base for extending and modelling other shapes.

Use a sketchbook to plan, collect and develop ideas. To record media
explorations and
experimentations as well as try out ideas.

Produce more intricate surface patterns/ texture and use them when appropriate.

Produce larger ware using pinch/ slab/ coil techniques.

Continue to explore carving as a form of 3D art.

Use language appropriate to skill and technique.

Artists: Calder, Segal, Leach Kinetic, recycled/ found object sculptures from Africa and India (Flip-flop art).

Work in a safe, organised way, caring for equipment.

Secure work to continue a a later date

Make a slip to join to pieces of clay.

Decorate, coil, and produce marquet necessarily.

Model over an armature newspaper frame for modroc.

Use recycled, natural and man-made materials to create sculptures.

Use sketchbooks to collect and record visual information from different sources as well as
planning, trying out ideas, plan colours and collect source material for future works.

Adapt work as and when necessary and explain why.

Gain more confidence in carving as a form of 3D art.

Use language appropriate to skill and technique.

Demonstrate awareness in environmental sculpture and found object art. Show awareness of the effect of time upon sculptures

Artists: Egyptian Artefacts, Christo.

Work in a safe organised way, caring for equipment.

Secure work to continue at a later date.

Show experience in combining pinch slabbing and coiling to produce end pieces.

Develop understanding of different ways of finishing work: glaze paint, polish

Gain experience in model ling over an armature: newspaper frame for modroc.

Use recycled, natural and manmade materials to create sculptures, confidently and successfully joining

Use sketchbooks Plan a sculpture through drawing and other preparatory work. Use the sketch book to plan how to join parts of the sculpture.

Adapt work as and when necessary and explain why.

Confidently carve a simple form.

Use language appropriate to skill and technique.

Artists: Frink, Balla, Andre

Work in a safe, organised way, caring for
equipment.
at a later date.

Model and develop work hrough a combination of pinch, slab, and coil.
work around armatures or ver constructed
foundations.
emonstrate experience in the understanding of different ways of finishing

Demonstrate experience in relief and freestanding work using a range of media.

Recognise sculptural forms in the environment: Furniture, buildings.
and record visual information from different sources. Use the sketch book to plan how to join parts of the sculpture.

Annotate work in
sketchbook.
Confidently carve a simple form.

Solve problems as they occur.
se language appropriat to skill and technique. Artists: Have opportunity to explore modern and traditional artists using ICT and other resources.

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| :---: | :---: | :---: | :---: | :---: | :---: | :---: |
|  | Explore printing simple pictures with a range of hard and soft materials e.g. cork, pen barrels, sponge. <br> Demonstrate experience at impressed printing: drawing into ink, printing from objects. <br> Use equipment and media correctly and be able to produce a clean printed image. <br> Explore printing in relief: Sting and card. Begin to identify forms of printing: Books, posters pictures, fabrics. <br> Artists: Warhol, Hokusai | Continue to explore printing simple pictures with a range of hard and soft materials e.g. cork, pen barrels, sponge. <br> Demonstrate experience at impressed printing: drawing into ink, printing from objects. <br> Use equipment and media correctly and be able to produce a clean printed image <br> Make simple marks on rollers and printing palettes Take simple prints i.e. mono -printing. <br> Use a sketchbook to plan and develop simple ideas and collect textures, patterns to inform other work. <br> Experiment with overprinting motifs and colour. <br> Artists: Hiroshige, Escher | Print simple pictures using different printing techniques. <br> Continue to explore both mono-printing and relief printing. <br> Use a sketchbook to record media explorations and experimentations as well as try out ideas, plan colours and collect source material for future works. <br> Demonstrate experience in 3 colour printing. <br> Demonstrate experience in combining prints taken from different objects to produce an end piece. <br> Artists: Morris, Labelling | Increase awareness of mono and relief printing. <br> Demonstrate experience in fabric printing. <br> Use sketchbooks to collect and record visual information from different sources as well as planning, trying out ideas, plan colours and collect source material for future works. <br> Expand experience in 3 colour printing. <br> Continue to experience in combining prints taken from different objects to produce an end piece. <br> Create repeating patterns. <br> Artists: <br> Rothenstein, <br> Kunisada | Use tools in a safe way. <br> Continue to gain experience in overlaying colours. <br> Start to overlay prints with other media. <br> Use print as a starting point to embroidery. <br> Show experience in a range of mono print techniques. <br> Use sketchbooks to collect and record visual information from different sources as well as planning, trying out ideas, plan colours and collect source material for future works. <br> Artists: <br> Advertising, <br> Bawden | Develop ideas from a range of sources. See positive and negative shapes. <br> Demonstrate experience in a range of printmaking techniques. <br> Describe techniques and processes. <br> Use sketchbooks to collect and record visual information from different sources as well as planning and colleting source material. <br> Adapt their work according to their views and describe how they might develop it further. <br> Annotate work in sketchbook. Develop their own style using tonal contrast and mixed media. <br> Artists: Have traditional artists using ICT and other resources. opportunity to explore modern and |

Reflecting and evaluating form part of all lessons in Art Artists, designers and craftsmen should be studied, compared and explored in all strands of the Art and Design curriculum and not as stand alone lessons. This is for Teachers to integrate into lessons.

