## Art Progression (Skills and Knowledge) for Years 1 to 6 using Access Art Split Curriculum.

Year 1	Purple = Substantive Knowledge		Green = Implicit Knowledge / Skills		www.accessart.org.uk	
Drawing	Sketchbooks	Printmaking	Painting	Collage	Making	Purpose/Visual Literacy/Articulation
Understand there is a relationship between drawings on paper (2d) and making (3d). That we can transform 2d drawings into 3d objects. Making Birds  Pupils draw from paused film, observing detail using pencil, graphite, handwriting pen. Making Birds  Pupils draw from first hand observation, observing detail using materials above plus pastel, oil pastel and or pencil crayon. Simple Printmaking	Introduce what a sketchbook is for. Understand it is owned by the pupil for experimentation and exploration.  Use sketchbooks to:  Test out printmaking ideas Simple Printmaking  Develop experience of primary and secondary colours Simple Printmaking Exploring Watercolour  Practice observational drawing Simple Printmaking Making Birds  Explore mark making Simple Printmaking Exploring Watercolour Making Birds	Understand prints are made by transferring an image from one surface to another. Simple Printmaking  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	Understand watercolour is a media which uses water and pigment. Exploring Watercolour  Understand we can use a variety of brushes, holding them in a variety of ways to make watercolour marks. Exploring Watercolour  Explore watercolour in an intuitive way to build understanding of the properties of the medium. Exploring Watercolour  Paint without a fixed image of what you are painting in mind. Exploring Watercolour  Respond to your painting, and try to "imagine" an image within. Exploring Watercolour  Work back into your painting watercolour with paint, pen or coloured pencil to develop the imaginative imagery. Exploring Watercolour	Understand collage is the art of using elements of paper to make images.  Making Birds  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	Understand that sculpture is the name sometimes given for artwork which exists in three dimensions.  Making Birds  Understand the meaning of "Design through Making" Making Birds  Use a combination of two or more materials to make sculpture. Making Birds  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	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

Year 2	Purple = Substantive Knowledge		Green = Implicit Knowledge / Skills		www.accessart.org.uk	
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  Work with care and focus, enjoying making drawings which are unrushed. Explore quality of line, texture and shape. Explore & Draw Music & Art  Create final collaged drawings (see column 5 "collage") which explore composition. Explore & Draw Music & Art  Make drawings inspired by sound. Music & Art	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 to:  Explore the qualities of different media. Explore & Draw Be an Architect Music & Art  Make close observational drawings of small objects, drawn to scale, working slowly, developing mark making. Explore & Draw  Explore colour and colour mixing. Expressive Painting Music & Art  Make visual notes about artists studied. Explore & Draw Be an Architect Music & Art		Understand that some painters use expressive, gestural marks in their work, often resulting in abstract, 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 Music & Art  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 Music & Art	Understand the role of an architect. Be an Architect  Understand when we make sculpture by adding materials it is called Construction. Be an Architect Stick Transformation Project  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 Stick Transformation Project Music & Art  Transform found objects into sculpture, using imagination and construction techniques including cutting, tying, sticking. Think about shape (2d), form (3d), texture, colour and structure. Stick Transformation Project	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. All

Year 3	Purple = Substantive Knowledge		Green = Implicit Knowledge / Skills		www.accessart.org.uk	
Drawing	Sketchbooks	Printmaking	Painting	Collage	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 charcoal and earth pigment were our first drawing tools as humans. Gestural Drawing with Charcoal  Know that Chiaroscuro means "light/dark" and we can use the concept to explore tone in drawings. Gestural Drawing with Charcoal  Understand that animators make drawings that move.  Make marks using charcoal using hands as tools. Explore qualities of mark available using charcoal.  Gestural Drawing with Charcoal  Make charcoal drawings which explore Chiaroscuro and which explore narrative/drama through lighting/shadow (link to drama). Gestural Drawing with Charcoal  Option to explore making gestural drawings with charcoal using the whole body (link to dance). Gestural Drawing with Charcoal	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  Work in sketchbooks to:  Explore the qualities of charcoal. Gestural Drawing with Charcoal  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 Charcoal Working with Shape & Colour Natural Materials  Develop mark making skills. Gestural Drawing with Charcoal Working with Shape & Colour  Brainstorm animation ideas. Working with Shape & Colour Natural Materials  Experiment with pigments created from the local environment. Natural Materials	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	Understand that we can create imagery using natural pigments and light. Natural Materials  Understand that paint acts differently on different surfaces. Natural Materials  Continue to develop colour mixing skills. Natural Materials  Explore creating pigments from materials around you (earth, vegetation). Use them to create an image which relates to the environment the materials were found in. Natural Materials  Option to use light to create imagery by exploring anthotype or cyanotype. Natural Materials	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	Understand that when we make sculpture by moulding with our fingers it is called modelling (an additive process). Cathedral sculpture  That clay and Modroc are soft materials which finally dry/set hard. Cathedral sculpture  An armature is an interior framework which support a sculpture.  Use Modroc or air dry clay to model characters inspired by literature. Consider form, texture, character, structure. Cathedral sculpture	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 All Pathways for Year 3

Year 4	Purple = Substantive	Green = Implicit	www.accessart.org.uk		
	Knowledge	Knowledge / Skills			
Drawing	Sketchbooks	Painting	Making	Purpose/Visual Literacy/Articulation	
Understand that artists and illustrators interpret narrative texts and create sequenced drawings. Storytelling Through	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:	Linked to Storytelling Through Drawing.	To understand that making sculpture can be challenging. To understand its takes a combination of skills, but that we can learn	Look at the work of illustrators and graphic artists, painters and sculptors. Understand the processes, intentions an outcomes of different	
Drawing  Understand artists can work with pattern for		Understand how artists use warm and cool colour using this when mixing paint and through different	through practice. That it is ok to take creative risks <u>Sculpture &amp; Structure</u>	artists, using visual notes in a sketchbook to help consolidate and own the learning.	
different reasons: Understand Surface Pattern Designers work to briefs to create patterns for products: Artists work with pattern to create paintings or other works. Exploring Pattern	Practise drawing skills. Storytelling Through Drawing Exploring Pattern Sculpture & Structure	media to express a mood in work.	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	Deconstruct and discuss an original artwork, using the sketchbooks to make visual notes to nurture pupils own creative response to the work.	
Understand working with pattern uses lots of different concepts including repetition, sequencing, symmetry. Exploring Pattern	Make visual notes to record ideas and processes discovered through looking at other artists. Storytelling Through Drawing Exploring Pattern Sculpture & Structure		through Making philosophy and reflect at all stages to inform future making. Sculpture & Structure	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 4	
Understand that patterns can be purely decorative or hold symbolic significance. They can be personal or cultural. Exploring Pattern	Test and experiment with materials. Storytelling Through Drawing Exploring Pattern Sculpture & Structure			Reflect upon the artists' work, and share your response verbally ("I liked I didn't understand it reminded me of It links to").	
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	Brainstorm pattern, colour, line and shape. Exploring Pattern  Reflect. Storytelling Through Drawing			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.	
Through Drawing  Use colour, composition, elements, line,	Exploring Pattern Sculpture & Structure			Work collaboratively to present outcomes to others where appropriate. Present as a team.	
shape to create pattern working with tessellations, repeat pattern or folding patterns. Exploring Pattern				Share responses to classmates work, appreciating similarities and differences. Listen to feedback about your own work and respond.	
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				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 4	

Year 5	Purple = Substantive Knowledge		Green = Implicit Knowledge / Skills	www.accessart.org.uk		
Drawing	Sketchbooks	Printmaking	Painting	Making	Purpose/Visual Literacy/Articulation	
Linked to Delight in the Woods project, developing skills in drawing and composition.  Select appropriate media and techniques to achieve a specific outcome.  Plan and complete extended sets of drawings to plan a painting, print or 3D piece.  Annotate a work of art to record ideas and emotions, using this to inform design ideas.  Build up drawings and images of whole or parts of an items using various materials and techniques.	Use sketchbooks to:  Make visual notes to capture, consolidate and reflect upon the artists studied.  Architecture: Big or Small  Explore ideas relating to design (though do not use sketchbooks to design on paper), exploring thoughts about inspiration source, materials, textures, colours, mood, lighting etc.  Architecture: Big or Small  Make visual notes to capture, consolidate and reflect upon the artists studied. Linked to Delight in the Woods project.  Experiment with different media and different marks Linked to Delight in the Woods project.		That artists use a variety of media to capture the energy of a place.  Linked to Delight in the Woods project, developing skills in watercolour.  Create different effects by using a variety of tools and techniques such as dots, scratches and splashes, applying print in layers.  Select from different methods to apply colour using a variety of tools and techniques.  Use findings gathered from observation to help plan paintings and use paint techniques (watercolour)  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 will affect the result. Think about colour, composition and mark making. Think about light and dark, movement and energy.	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  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  Create 3D space scenes linked to Delight in the Woods project.	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 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 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 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.  Discuss the ways in which artists have a responsibility to themselves/society. What purpose does art serve? All Pathways for Year 5	

Year 6	Purple = Substantive Knowledge		Green = Implicit Knowledge / Skills		www.accessart.org.uk	
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 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?  Activism  Explore combinations and layering of media. Exploring Identity  Develop Mark Making Activism 2D to 2D Shadow Puppets  Make visual notes to capture, consolidate and reflect upon the artists studied. Exploring Identity 2D to 2D Shadow Puppets	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	. Understand that the fabrics used to make clothes have been designed by someone. That there is a relationship between td shape and pattern and 3d form and function.  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 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. Shadow Puppets Understand that designers & makers sometimes work towards briefs, but always brings their own experience in the project to bear. Exploring Identity Understand that artists and designers add colour, texture, meaning and richness to our life. Exploring Identity  Combine making with drawing skills to create shadow puppets using cut and constructed lines, shapes and forms from a variety of materials. Working collaboratively to perform a simple show sharing a narrative which has meaning to you. Shadow Puppets	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	