



Progression Summary – ART

Shape

Colour

Line

Texture

R

Select different shapes to build drawings, paintings, prints and 3D products.
Join elements securely.
Identify shapes you can see in art works

1

Select the most prominent shapes to make your *composition*. Consider the placement and positioning of shapes.
Explain why you chose your final composition.

2

Use mark makers to *block* areas of colour (shapes) in your artwork.
Explain which shapes were the most important and why.

3

Layer your artwork representing shapes in the *background-midground-foreground*.
Demonstrate understanding of the *relationship* between shapes.

4

Apply: Play with repetition and scale (e.g. using photocopier).
Make a sculpture with moving parts. **Explain** the difference between **static** and **mobile** sculptures

5

Create and join *components* to make a sculpture and collage.
Critique how the shapes you chose and how you join them make your *structures strong and stable*.

6

Draw, paint, cut and **create** with *intricate* shapes.
Apply techniques Sculptors use to build up layers to make 3D forms e.g. wire, Mod-Roc.
Critique the ways artwork is displayed and exhibited

Explore a range of paint.
Observe what happens when you mix different colours.
Use a *limited palette* to **create** art works.

Describe what happens when you combine materials that 'resist' each other.
Observe with colour washes.

Use mark makers to add *depth* to art works *highlighting light and dark* areas.
Summarise how Artists add depth to their art works with *light and dark*.
Classify primary and secondary colours. Add white to make tints.

Explore the colours that you can produce using natural materials e.g. dyes.
Explain how the objects you choose produce different shapes e.g. tie-dye.

Represent an idea in your art work such as an element 'water', or a feeling 'joy'. **Justify** how different **shades** *complement* the idea.
Apply techniques Artists use to represent ideas in their work.

Critique the impact of monochromatic artwork. Use the colours from photographs to **create** your painting.
Apply this style to your own work

Evaluate how *positive/negative* images produce *contrast*. **Apply** this in your own work.
Create paintings and drawings using *realistic* and *unrealistic* colours.

Explore a range of mark makers, **categorise** them according to the marks they make.
Select and combine lines to make pictures. Use *bold, medium* and *fine* marks and mark makers.
Use big body movements to make large scale images.

Add *detail* to your drawings and paintings. Make smaller scale images.
Compare your first and last drawings/prints in a series. **Summarise** how they have improved.

Observe a variety of type of artwork s (e.g. portraits) from different Artists.
Summarise the similarities/differences in their use of line/shade.

Demonstrate understanding of how **patterns/symbols** have been used in Art throughout time. **Apply** this in your own artwork
Make a detailed pattern study. **Justify** how you have magnified and extended detail.

Critique *traditional* and *contemporary* techniques (e.g. textiles: knitting/yarn bombing) and the colours used to make them.

Add *dimension* to your art works, using lines to demarcate background-midground-foreground.
Explain how Artists add *dimension* to their work.

Play with *perspective*, representing *multi-dimensional* ideas and images. (**Apply**)
Critique how Artists play with perspective.

Combine different media to (e.g. papers/fabrics) make art works.
Describe how different mediums feel.

Collect and **categorise** media according to texture and type.
Make *transient* art works. **Compare** permanent/non-permanent works of Art.
Reason how and why you sorted the materials.

Classify materials with limited texture/s to make collages/prints (e.g. smooth/corrugated cardboard, textured wallpapers for a *collagraph*)
Summarise how textures change when materials are combined/processed (e.g. firing clay)


Paint, draw and print on different surfaces.
Explain how different textures impact your artwork.
Engrave your *design*. **Make reasoned judgements** about your artwork and that of others.

Apply: Combine 3D materials to make an *Assemblage*.
Evaluate how textural qualities of materials used are emphasized.

Collaborate to make a shared final piece. Combine specified media e.g. photos to make a *montage*.
Reach informed conclusions about how you **selected** and **synthesized** your media as a team.

Invent and utilise different Textures for a purpose.
Use precision tools and methods to make artwork e.g. screen printing/paper cutting.
Hypothesise about the textures and tools Artists have used in their work and why?

Being an Artist



Exposure to increasing range of Artists from different cultures, gender and time periods. Refine the ability to critically evaluate own art work and the work of others.

Increasing range of Arts experiences, including opportunities to use methods and tools with more demanding technical application.