

Art 2022/2023

What will our artists and designers be able to do when they leave us?

By the end of their time at Little Gonerby CE Academy, our Year 6 artists and designers will engage confidently in the production of creative work. They will have explored a wide variety of art, craft and design techniques and they will have had rich opportunities to develop their skills and mastery of a range of materials and processes. They will understand the importance of experimenting and feel confident to take risks and make mistakes, secure in the understanding that, when making art, the process is more important than the final product. They will feel confident in expressing their individuality through art and understand that creativity will look different in each person. They will value the work of artists and designers and have an understanding of its contribution to the world around us. They will be familiar with the work of some influential artists and designers including art within our local environment.

As artists and designers, we will...								Suggested Artists
	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6	
Key Concepts	Key Concept - Drawing							
Core Knowledge Progression	- Begin to use a variety of drawing tools - Use drawings to tell a story - Investigate different lines - Explore different textures - Encourage accurate drawings of people	- Extend the variety of drawings tools - Explore different textures - Observe and draw landscapes - Observe patterns - observe anatomy (faces, limbs)	- Experiment with tools and surfaces - Draw a way of recording experiences and feelings - Discuss use of shadows, use of light and dark - Sketch to make quick records	- Experiment with the potential of various pencils - close observation - Draw both the positive and negative shapes - initial sketches as a preparation for painting - accurate drawings of people – particularly faces	- Identify and draw the effect of light - Scale and proportion - Accurate drawings of whole people including proportion and placement - Work on a variety of scales - Computer generated drawings	- Effect of light on objects and people from different directions - Interpret the texture of a surface - Produce increasingly accurate drawings of people - Concept of perspective	- Effect of light on objects and people from different directions - Interpret the texture of a surface - Produce increasingly accurate drawings of people - Concept of perspective	Leonardo Da Vinci, Vincent Van Gogh, Poonac.
Key Concepts	Key Concept - Painting							
Core Knowledge Progression	- Experimenting with and using primary colours - Naming mixing (not formal) - Learn the names of different tools	- Name all the colours - Mixing of colours - Find collections of colour - Applying colour with a range of	- Begin to describe colours by objects - Make as many tones of one colour as possible (using	- Colour mixing - Make colour wheels - Introduce different types of brushes - techniques-	- Colour mixing and matching; - Tint, tone, shade - Observe colours - Suitable equipment for the task	- Hue, tint, tone, shades and mood - Explore the use of texture in colour - Colour for	- Hue, tint, tone, shades and mood - Explore the use of texture in colour - Colour for	Pollock, Monet, Chagall, Ben Moseley, Van Gogh.

on	- that bring colour - Use a range of tools to make coloured marks on paper	tools	white) - Darken colours without using black - Using colour on a large scale	apply colour using dotting, scratching, splashing	Colour to reflect mood	purposes	purposes Colour to express feelings	
Key Concepts	Key Concept - Printing							
Core Knowledge Progression	- Rubbings - Print with variety of objects - Print with block colours	- Create patterns - Develop impressed images - Relief printing	- Print with a growing range of objects - Identify the different forms printing takes	- Relief and impressed printing - Recording textures/patterns - Monoprinting - Colour mixing through overlapping colour prints	- Use sketchbook for recording textures/patterns - Interpret environmental and manmade patterns - modify and adapt - print	- Combining prints - design prints - make connections - discuss and evaluate own work and that of others	- Builds up drawings and images of whole or parts of items using various techniques - Screen printing - Explore printing techniques used by various artists	Picasso, Dan Mather, Andy Warhol
Key Concepts	Key Concept - 3D / Form							
Core Knowledge Progression	- Handling, feeling, enjoying and manipulating materials - Constructing - Building and destroying - Shape and model	- Construct - Use materials to make known objects for a purpose - Carve - Pinch and roll coils and slabs using a modelling media. - Make simple joins	- Awareness of natural and man-made forms - Expression of personal experiences and ideas to shape and form from direct observation (malleable and rigid materials) - Decorative techniques - Replicate patterns and textures in a 3-D form work and that of other sculptors	- Shape, form, model and construct (malleable and rigid materials) - Plan and develop understanding of different adhesives and methods of construction aesthetics	- Plan and develop - Experience surface patterns / textures - Discuss own work and work of other sculptors - analyse and interpret natural and manmade forms of construction	- plan and develop ideas - Shape, form, model and join - observation or imagination - properties of media - Discuss and evaluate own work and that of other sculptors	- plan and develop ideas - Shape, form, model and join - observation or imagination - properties of media - Discuss and evaluate own work and that of other sculptors	Henry Moore, Barbara Hepworth, Andy Goldsworthy,

Key Concepts	Key Concept - Pattern							
Core Knowledge Progression	- Repeating patterns - Irregular painting patterns - Simple symmetry	- Awareness and discussion of patterns - Repeating patterns - Symmetry	- Experiment by arranging, folding, repeating, overlapping, regular and irregular patterning natural and manmade patterns - Discuss regular and irregular	- Pattern in the environment - design using ICT - Make patterns on a range of surfaces - Symmetry	- Explore environmental and manmade patterns - tessellation	- Create own abstract pattern to reflect personal experiences and expression - create pattern for purposes	- Create own abstract pattern to reflect personal experiences and expression - create pattern for purposes	Joan Miro, Bridget Riley, Escher, Paul Klee
Key Concepts	Key Concept - Texture							
Core Knowledge Progression	- Handling, manipulating and enjoying using materials - Sensory experience - Simple collages - Simple weaving	- Weaving - Collage - Sort according to specific qualities - How textiles create things	- Overlapping and overlaying to create effects - Use large eyed needles – running stitches - Simple appliqué work - Start to explore other simple stitches - Collage	- Use smaller eyed needles and finer threads - Weaving - Tie dying, batik	- Use a wider variety of stitches - observation and design of textural art - experimenting with creating mood, feeling, movement- - compare different fabrics	- use stories, music, poems as stimuli - Select and use materials - embellish work - fabric making - artists using textiles	- Develops experience in embellishing - Applies knowledge of different techniques to express feelings - Work collaboratively on a larger scale	Linda Caverley, Molly Williams, William Morris, Gustav Klimt