

Sonning Church of England Primary School Progression Map



Art

	Year 1	Year 2	Year 3
Learning	 To know about different artists and be able to discuss aspects of their work they enjoy or dislike. To know how to use different tools to create a picture. To know how to use different colours and media to represent their ideas and experiences. 	 To know how to draw objects. To know about the artist Van Gogh and the techniques he used to create his paintings. To know how to use different tools to create a picture. To know how to use different colours and media to represent their ideas and experiences. To know how to draw and shade with a pencil. 	 To have improved and developed their design techniques, their control and use of materials, with increasing creativity and experimentation. To have an increased awareness and understanding of different kinds of art, craft and design and can explain how effective they are. To have improved their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, clay] To know how to produce creative work, exploring their ideas and recording their experiences. To be able to discuss the work of architects and designers in history and describe their work.
Skills	 Painting To mix primary colours to create secondary colours. To use thick and thin brushes creating a variety of different brush strokes. To describe what different colours represent such as feelings, ideas, images. Printing To print with different materials creating patterns and shapes for a particular purpose Design 	 Painting To create light tones and dark shades without using black. To understand the relationship between colours on a colour wheel, children are able to discuss complimentary and contrasting colours. To describe hot and cold colours. Printing 	 Painting To use brushes with precision. To choose colours for a particular purpose. To discuss how colour can change the mood of a picture. To understand the use of colour in a piece of artwork Design To use a sketchbook for recording observations, for experimenting with techniques or planning out ideas.

 To use a variety of tools including pencils, rubbers, crayons, pastels, felt tips, charcoal, ballpoints, chalk and other dry media to create a picture that expresses their experience/imagination. Collage To cut, glue and trim material to create a collage of images Drawing To draw objects by observing shapes and patterns. To explore mark making creating patterns and images using a variety of tools. (Sketchbook.) Evaluation Explain what he/she likes about the work of others. 	 To experiment with different types of printing (such as leaf printing, finger printing, stick printing) and discuss their effects. Design To use with some precision a variety of tools including pencils, rubbers, crayons, pastels, felt tips, charcoal, ballpoints, chalk and other dry media to create a picture that expresses their experience/imagination. To develop drawing and shading skills with a pencil. Drawing To draw objects in detail after close observation in order to re-create a picture or object. To choose a starting point to draw an object from. Evaluation Explain what he/she likes about the work of others and suggest improvements 	 Collage To experiment with different materials to create a range of effects and use these techniques in the completed piece of work. Sculpture To use clay to create models. To know the techniques used to make clay models and apply this in their work. Drawing To draw detailed images from close observation To develop skills and learn techniques in the medium of oil pastels. Evaluation To extend their ability to discuss their own and others' work with confidence and knowledge of the process of the project. To use an ever-extending art vocabulary as a result of each discussion, focussing on their own work and that of other artists.
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	Year 4	Year 5	Year 6
Learning	 To use a sketchbook for collecting ideas and developing a plan for a completed piece of artwork To use taught technical skills to adapt and improve his/her work To articulate how he/she might improve their work using technical terms and reasons as a matter of routine To describe some of the key ideas, techniques and working practices of artists, architects and designers who he/she has studied 	 To develop different ideas which can be used and explain his/her choices for the materials and techniques used To confidently and systematically investigate the potential of new and unfamiliar materials and use these learnt techniques within his/her work To evaluate his/her work against their intended outcome To research and discuss various artists, architects and designers and discuss their processes and explain how these were used in the finished product 	 To select ideas based on first hand observations, experience or imagination and develop these through open ended research To refine his/her use of learnt techniques To adapt his/her own final work following feedback or discussion based on their preparatory ideas To describe the work and ideas of various artists, architects and designers, using appropriate vocabulary and referring to historical and cultural contexts To explain and justify preferences towards different styles and artists
Skills	 Drawing Draws familiar objects with correct proportions Alter and refine drawings Design Create different effects by using a variety of tools and techniques such as bleeds, washes, scratches and splashes. (Painting) Experiment with creating mood, feeling, movement and areas of interest by selecting appropriate materials and learnt techniques Collect images and information independently in a sketchbook. Painting Compare famous artists (Rousseau, Morisot, Picasso, Frankenthaler and Warhole) styles of painting 	 Drawing Use line, tone and shading to represent things seen, remembered or imagined in three dimensions Painting Mix colours to express mood, divide foreground from background or demonstrate tones Sculpture Develop skills in using clay including slabs, coils and slips Design Return to and alter work over longer periods of time. Use a wider range of materials when planning and designing a product. Evaluation Judge and assess their own work and the work of others 	 Drawing Begin to develop an awareness of composition, scale and proportion in their work Use simple perspective in their work using a single focal point and horizon Painting Use techniques, colours, tones and effects in an appropriate way to represent things seen - brushstrokes following the direction of the grass, stippling to paint sand, watercolour bleeds to show clouds Photography Use a digital camera to record the image Experiment with and modify the image digitally using cropping, different filters and borders. Sculpture Experiment with materials on a large scale to make sculptures

 Plan an image to paint using different effects and textures learnt from the famous artists studied Create an image which uses different effects and textures with paint according to the learnt styles from different artists Collage Experiment with using layers and overlays to create new colours/textures Evaluation Give detailed explanations about the techniques great artists have used and explain the reasons for their choices. Evaluate the effect of their work. 	 the language of art and design To understand the historical and cultural development of sculpture To identify at least 2 ways in which their own sculpture is similar to other artists. 	 Design Use different techniques, colours and textures when designing and making pieces of work and explain his/her choices Create intricate printing patterns by simplifying and modifying sketchbook designs Follow a design brief to achieve a particular effect for a function or purpose. Evaluation To critique their work and that of great artists. To explain the purpose and impact of their own art work and consistently assess their choices
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	Year 4	Year 5	Year 6
Geographical skills and fieldwork	 To understand and use a widening range of geographical terms e.g. specific topic vocabulary – height, valley, erosion, deposition, transportation, headland, volcanoes, earthquakes etc. To draw an accurate map of Europe with more complex keys To use an atlas to locate the countries of Europe and volcanoes around the world. 	 To understand and use a widening range of geographical terms e.g. specific topic vocabulary – climate zones, biomes and vegetation belts, rivers, mountains, volcanoes and earthquakes, and the water cycle 	 To use maps, atlases, globes and digital/computer mapping to locate countries and describe features studied. To use the eight points of a compass, four and six figure grid references, symbols and key (including the use of Ordnance Survey maps) to build his/her knowledge of the United Kingdom and the wider world. To use fieldwork to observe, measure, record and present the human and physical features in the local area using a range of methods, including sketch maps, plans and graphs, and digital technologies. To understand and use a widening range of geographical terms e.g. specific topic vocabulary – urban, rural, land, use, sustainability, tributary, trade links etc.
Locational knowledge	 To demonstrate knowledge of features about places around and beyond the UK To identify where countries are within Europe To know the location of: capital cities of countries in the British Isles and UK, seas around the UK, European Union countries with high populations and large areas and the largest cities in each continent To recognise that people have differing qualities of life living in different locations and Environments. 	 To identify and describe the significance of the Prime/Greenwich Meridian and time zones including night and day To identify the physical characteristics and key topographical features of the countries studied. To know and describe where a variety of places are in relation to physical and human features To locate mountains and mountain ranges in the UK and world. To identify the three main climate zones. 	 To name and locate counties and cities of the South America and their identifying human and physical characteristics, key topographical features (including hills, mountains, coasts and rivers), and land- use patterns; and understand how some of these aspects have changed over time. To identify the position and significance of latitude, longitude, Equator, Northern Hemisphere, Southern Hemisphere, the Tropics of Cancer and Capricorn, Arctic and Antarctic Circle, the

			 Prime/Greenwich Meridian and time zones (including day and night)
Human and physical geography	 To understand the effect of landscape features on the development of a locality To describe how people have been affected by changes in the environment To explain about natural hazards e.g. volcanoes 	 To know about changes to the world environments over time. To understand why people, seek to manage and sustain their environment. 	 To describe and understand key aspects of physical geography, including: climate zones, biomes and vegetation belts, rivers, mountains, volcanoes and earthquakes, and the water cycle To describe and understand key aspects of human geography, including: types of settlement and land use, economic activity including trade links, and the distribution of natural resources including energy, food, minerals and water. To describe and understand rivers and the water cycle.
Place knowledge	 To understand why there are similarities and differences between places. 	• To compare mountain ranges in the UK in other world locations.	• To understand the geographical similarities and differences through the study of human and physical geography of a region of the UK, a region of a mainland European country and a region within South America.