Thurnham Whole School Progression in Art and Design
through our Empowering Curriculum, 2022 - 2023"
At Thurnham our Empowering Curriculum will give pupils the key skills that they need to flourish; Brain Power, Resilience and Independence."

| Year R | Year 1 | Year 2 |
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| Following missed EYFS provision due to lockdowns in 2020 and 2021, the planning of creative activities will remain reactive for this cohort of Year R children. <br> ELGs: <br> Physical Development (Fine Motor Skills): <br> > Begin to show accuracy and care when drawing <br> Expressive Arts and Design: <br> - To safely use and explore a variety of materials, tools and techniques <br> > I can construct with a purpose in mind, using a variety of resources. <br> > I can select appropriate resources and adapt my work where necessary <br> > I can understand that different media can be combined to create new effects | Opportunities for child-initiated art activities will be planned into provision during terms 1 and 2, as a link to the children's experiences in Year R. This will act as a stepping stone to working within the Year 1 curriculum for Art and Design. <br> National Curriculum, Art and Design, Key Stage 1: <br> - To use a range of materials creatively to design and make products. <br> > I can create a simple design to plan a product <br> I can investigate a range of different media | Class teachers will remain aware that there may be gaps in children's knowledge and skills in Art and Design due to lockdowns in 2020/2021, and will plan activities accordingly, allowing for flexibility when needed. <br> National Curriculum, Art and Design, Key Stage 1: <br> - To use a range of materials creatively to design and make products. <br> I can create a more detailed design to plan a product, stating the materials I will need <br> I can choose the medium that I feel will be best for what I am doing, and explain why |

> | can use simple tools and techniques competently and appropriately
> I can select the tools and techniques needed to shape, assemble and join materials I am using

- To experiment with colour, design, texture, form and function
> I can explore what happens when I mix colours
$>$ I can use a growing range of tools and techniques competently and appropriately
> I can explore different ways of cutting, shaping and joining materials to make a product
- To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.
> I can recognise and name primary colours
> I can explore and talk about what happens when I mix primary colours
> I can recognise patterns in nature and the world around me
> I can create simple patterns using a variety of media
> I can make lines with a variety of media
> I can make decisions about the tools and techniques that I will use
> I can make decisions about the best way to cut, shape and join materials when making a product
- To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.
> I can recognise and name primary and secondary colours
> I can mix paint to create secondary colours of my choice with a growing level of confidence
> I can create tints and shades of colours by adding white or black.
> I can independently identify patterns in nature and the world around me
> I can create increasingly complex patterns using a variety of media.
> I can choose the medium that I feel is most effective for linear work
> I can link movement with lines, e.g. slow, fast, jerky
> I can begin to attempt a simple representation of tone in my work
> I can experience 2d and 3d art forms
> I can manipulate materials to achieve a planned effect
> I can experiment to create different textures
- To use what I have learnt about media and materials in original ways, thinking about uses and purposes. To represent my own ideas, thoughts and feelings through design and art.
> I can create simple representations of events, people and objects
> I can choose particular colours to use for a purpose
> I can understand the difference between 2D and 3D art forms
> I can manipulate malleable materials in a variety of ways (such as kneading, rolling and shaping) for a purpose, e.g. making a pot.
> I can talk about texture, and begin to represent this in my work through the use of different media
- To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.
> I can express my ideas and experiences and imagination through drawing, painting and sculpture
> I can begin to improve and develop my ideas as I work
> I can represent shape and emotions with lines, e.g. wriggly, curvy, swirly, angry
> I can vary the level of tone I use when drawing from observation, depending on where the light is shining on an object
$>$ I can explain the difference between 2D and 3D art forms
> I can join malleable materials, and can use modelling tools with safety and precision
> I can attempt to represent visual texture in my work through mark making
- To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.
> I can make decisions and independently express my ideas, experiences and imagination through drawing, painting and sculpture
> I can improve and develop my ideas with greater independence as I work
$>$ I can confidently give feedback to others to help them to develop their ideas

|  | > I can share my own ideas and respond to the ideas of others <br> - To learn about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work. <br> > I can talk about the work of artists, crafts makers and designers, making simple comparisons <br> > I can make basic links between the skills used by artists, crafts makers and designers, and my own work | - To learn about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work. <br> > I can talk about the work of artists, crafts makers and designers, making confident comparisons <br> > I can make clear links between the skills used by artists, crafts makers and designers, and my own work |
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## Knowledge taught in red

Skills taught in green

