Art Unit Progression Document - Cycle 1 \& 2

|  | Drawing | Painting | Collage | Sculpture |
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| EYFS | T 1-2 <br> All About Me/Celebrations On going throughout provision | T 1-2 <br> All About Me/Celebrations <br> On going throughout provision | T 3-4 <br> People Who Help Us/New Life and Growing <br> On going throughout provision | T 3-4 <br> People Who Help Us/New Life and Growing <br> On going throughout provision |
| Year 1 | Cycle 2-T1 <br> Why does change happen? <br> Cycle 1 -T6 <br> Famous Faces | Cycle 2-T6 <br> Do you need a castle to conquer? <br> Cycle 1-T3 <br> The Great Fire of London | Cycle 2-T2 <br> What happens if my environment changes? <br> Cycle 1-T4 <br> Meerkat Mail | Cycle 1 T6 <br> Famous Faces |
| Year 2 | $\text { Cycle } 2$ T1 <br> Why does change happen? <br> Cycle 1 T6 <br> Famous Faces | $\text { Cycle } 2$ <br> T6 <br> Do you need a castle to conquer? <br> Cycle 1 <br> T3 <br> The Great Fire of London | Cycle 2 T2 <br> What happens if my environment changes? <br> Cycle 1 - T4 <br> Meerkat Mail | Cycle 1 T6 Famous Faces |
| Year 3 | Cycle 2- T2 <br> Why do we remember the Tudors? <br> Cycle 1-T2 <br> Where in the World Are We? | Cycle 2- T2 <br> Why do we remember the Tudors? <br> Cycle 1-T4 <br> Amazonian Adventures | Cycle 2- T5 <br> How do rivers change the land? | Cycle 2- T4 <br> How did the Romans change Britain? <br> Cycle 1- T5 <br> Ancient Greece |
| Year 4 | Cycle 2- T2 <br> Why do we remember the Tudors? <br> Cycle 1- T2 <br> Where in the World Are We? | Cycle 2- T2 <br> Why do we remember the Tudors? <br> Cycle 1-T4 <br> Amazonian Adventures | Cycle 2- T5 <br> How do rivers change the land? | Cycle 2 -T4 <br> How did the Romans change Britain? <br> Cycle 1-T5 <br> Ancient Greece |
| Year 5 | Cycle 2-T5 <br> Parliament and Power <br> Cycle 1- T2 <br> Survival of the Fittest | Cycle 2- T3 <br> Illustrators/character design <br> Cycle 1- T4 <br> Shang Dynasty | Cycle 2-T2 <br> WWII <br> Cycle 1 -T5 <br> Victorians | Cycle 1- T4 Shang Dynasty |
| Year 6 | Cycle 2- T5 <br> Parliament and Power <br> Cycle 1- T2 <br> Survival of the Fittest | Cycle 2- T3 <br> Illustrators/character design <br> Cycle 1-T4 <br> Shang Dynasty | Cycle 2- T2 <br> WWII <br> Cycle 1-T5 <br> Victorians | Cycle 1-T4 Shang Dynasty |


| Year Group |  |
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| EYFS | Rising 3's <br> To begin exploring different patterns such as spotty and striey. <br> To begin expressing my own ideas through the marks I mark such as drawing a squiggly line for a tadpole. <br> Rising 5's. |


|  | To begin recognising and naming different patterns, including spotty, stripey and plain. <br> To begin exploring repeating patterns through play. <br> To begin drawing using more detail such as drawing a circle for a face, with two dots for the eyes inside. <br> To express different emotions and feelings through mark-making. |
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| 1 | - Use artwork to record ideas, observations and experiences <br> - Experiment with different materials to design and make creations in 2D and 3D. <br> - Know the names of tools, techniques and elements that they use <br> - Explore mark-making using a variety of tools <br> - Explain what he/she likes about the work of others <br> - Use a variety of tools including pencils, rubbers, crayons, pastels, felt tips, charcoal, ballpoints, chalk and other dry media to represent objects in lines |
| 2 | - Experiment with tones using pencils, chalk or charcoal <br> - Represent things observed, remembered or imagined using colour and tools <br> - Give reasons for his/her preferences when looking at art/craft or design work <br> - Select a particular technique to create a design |
| 3 | - Use a sketchbook for recording observations, for experimenting with techniques or planning out ideas <br> - Explore shading, using different media |
| 4 | - Use a sketchbook for collecting ideas and developing a plan for a completed piece of artwork <br> - Experiment with creating mood, feeling, movement and areas of interest by selecting appropriate materials and learnt techniques <br> - Draws familiar objects with correct proportions <br> - Describe some of the key ideas, techniques and working practices of artists, architects and designers who he/she has studied |
| 5 | - Develop different ideas which can be used and explain his/her choices for the materials and techniques used <br> - Use line, tone and shading to represent things seen, remembered or imagined in three dimensions <br> - Experiment with using layers and overlays to create new colours/textures <br> - Mix colours to express mood, divide foreground from background or demonstrate tones |
| 6 | - Use different techniques, colours and textures when designing and making pieces of work and explain his/her choices <br> - Select ideas based on first hand observations, experience or imagination and develop these through open ended research <br> - 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 <br> - Begin to develop an awareness of composition, scale and proportion in their work <br> - Use different techniques, colours and textures when designing and making pieces of work and explain his/her choices |


| Year Group | Painting |
| :---: | :---: |
| EYFS | Rising 3's <br> To begin exploring different patterns such as spotty and stripey. <br> To begin exploring different patterns such as spotty and stripey. Rising 5's <br> To explore paint using different tools, including chunky brushes and rollers. <br> To begin recognising and naming different patterns, including spotty, stripey and plain. <br> To begin exploring repeating patterns through play. <br> To express different emotions and feelings through mark-making. |
| 1 | - Use artwork to record ideas, observations and experiences <br> - Experiment with different materials to design and make creations in 2D and 3D. <br> - Know the names of tools, techniques and elements that they use <br> - Explore mark-making using a variety of tools <br> - Explain what he/she likes about the work of others <br> - Cut, glue and trim materials to create images from a variety of media |
| 2 | - Select a particular technique to create a design <br> - Know that different artistic works are made by craftspeople from different cultures and times |


|  | - | Give reasons for his/her preferences when looking at art/craft or design work |
| :--- | :--- | :--- |
| 3 | - | Understand and identify key aspects such as complementary colours, colour as tone, warm and cold colours |
|  | - Use a sketchbook for recording observations, for experimenting with techniques or planning out ideas |  |
| 4 | - | Explore shading, using different media |


| Year Group | Sculpture |
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| EYFS | Rising 3's <br> To explore and manipulate different materials, using hands. <br> Rising 5's <br> To explore and manipulate different materials, using different tools such as rolling pins, wooden knives, cutters. <br> To express different emotions and feelings through mark-making. |
| 1 | - Experiment with different materials to design and make creations in 2 D and 3 D . <br> - Explore mark-making using a variety of tools <br> - Explain what he/she likes about the work of others <br> - Experiment with basic tools on rigid and flexible materials |
| 2 | - Know the names of tools, techniques and elements that they use <br> - Know that different artistic works are made by craftspeople from different cultures and times <br> - Give reasons for his/her preferences when looking at art/craft or design work <br> - Represent things observed, remembered or imagined using colour and tools |
| 3 | - Use a sketchbook for recording observations, for experimenting with techniques or planning out ideas <br> - Explore shading, using different media |
| 4 | - Use a sketchbook for collecting ideas and developing a plan for a completed piece of artwork <br> - Experiment with creating mood, feeling, movement and areas of interest by selecting appropriate materials and learnt techniques <br> - Describe some of the key ideas, techniques and working practices of artists, architects and designers who he/she has studied |
| 5 | - Develop different ideas which can be used and explain his/her choices for the materials and techniques used <br> - 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 |
| 6 | - Use different techniques, colours and textures when designing and making pieces of work and explain his/her choices <br> - Begin to develop an awareness of composition, scale and proportion in their work |

