

## AJS Art and Design Overview and Progression

Year	Art unit	Artists, craftspeople, designers	Key unit enquiry questions/lessons	Progression of skills in Art
3	Formal Elements of Art	Carl Giles (Drawing) Diego Velasquez (Tone) Puppets Prehistoric Artists	<p>Can I recognise and draw simple geometric shapes found in everyday objects?</p> <p>Can I create and form shapes using soft modelling wire?</p> <p>Can I apply even layers of pencil tone when shading?</p>	<p><b>Making Skills:</b>  <b>Drawing:</b> Develop drawing skills by drawing from direct observation, applying and using geometry and tonal shading when drawing.            Use a range of drawing media.  <b>Painting:</b> Increase skill and control when painting. Apply greater expression and creativity to own paintings.  <b>Craft, design, materials and techniques:</b>            Use materials such as paper weaving, tie dying, sewing and other craft skills to design and make products.</p> <p><b>Generating ideas:</b>  <b>Sketchbooks:</b> Use sketchbooks to generate ideas and record thoughts and observations.            Make records of visual experiments.  <b>Creating original artwork:</b> Create personal artwork using the artwork of others to stimulate them.</p> <p><b>Formal Elements:</b>  <b>Colour:</b> Increase awareness and understanding of mixing and applying colour, including use of natural pigments. Use aspects of colour such as tints and shades, for different purposes.  <b>Form:</b> Further develop their ability to describe 3D form in a range of materials, including drawing.  <b>Line:</b> Express and describe organic and geometric forms through different types of line.  <b>Pattern:</b> Construct a variety of patterns through craft methods.            Further develop knowledge and understanding of pattern.  <b>Shape:</b> Identify, draw and label shapes within images and objects.            Create and form shapes from 3D materials.  <b>Texture:</b> Analyse and describe texture within artists' work.  <b>Tone:</b> Develop skills and control when using tone.            Learn and use simple shading rules.</p> <p><b>Evaluating:</b>  <b>Identifying similarities and differences to others' work:</b>            Discuss own and other's work using an increasingly sophisticated use of art language (formal elements).  <b>Reflecting:</b>            Reflecting on their own work in order to make improvements.</p>
	Art and Design Skills		<p>Can I draw cartoon characters inspired by the style of other artists?</p> <p>Do I understand how to create tint and a shade of colour?</p> <p>Can I recognise and describe shapes in an object to start a drawing? (Observational drawing)</p> <p>Can I add careful details?</p> <p>Can I use different materials to make a three-dimensional artwork?</p>	
	Prehistoric Art		<p>Do I understand how prehistoric men made art?</p> <p>Can I scale up drawings and sketches in a different medium?</p> <p>Can I experiment with the pigments in natural products to make different colours?</p> <p>Can I select and apply a range of painting techniques?</p> <p>Can I apply painting skills when creating a collaborative artwork?</p>	

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4	Art and Design Skills	Luz Perez Ojeda Paul Cezanne Giorgio Morandi David Hockney Paula Rego Edward Hopper Pieter Brueghel Fiona Ra Giuseppe	Can I create an image using an artistic process? Lenticular printing. Can I apply an understanding of tint to recreate a traditional design style? Can I paint in the style of a famous artist? Can I create a small-scale sculpture? Can I arrange and draw a still-life image from observation? Do I understand the role of a curator and create an exhibit?	<p><b>Making Skills:</b>  <b>Drawing:</b> Draw still life from observation and for mark making. Further develop understanding of geometry and mathematical proportions when drawing.  <b>Painting:</b> Develop skill and control when painting. Paint with expression. Analyse painting by artists.  <b>Craft, design, materials and techniques:</b> Make art from recycled materials, create sculptures, print and create using a range of materials. Learn how to display and present work.</p> <p><b>Generating ideas:</b>  <b>Sketchbooks:</b> Use sketchbooks for planning work, to record observations and ideas and develop skills and technique.  <b>Creating original artwork:</b> Use literary sources to inspire art. Express thoughts and feelings through the tactile creation of art. Manipulate materials to achieve desired effects. Represent ideas from multiple perspectives.</p> <p><b>Formal Elements:</b>  <b>Colour:</b> Analyse and describe colour and painting techniques in artist's work. Manipulate colour for print.  <b>Form:</b> Develop their ability to describe and model form in 3D using a range of materials. Analyse and describe how artists use and apply form in their work.  <b>Line:</b> Learn and apply symmetry to draw accurate shapes. Analyse and describe how artists use line in their work.  <b>Pattern:</b> Create original designs for patterns using geometric repeating shapes. Analyse and describe how other artists use pattern.  <b>Shape:</b> Create geometric compositions using mathematical shapes. Analyse and describe the use of shape in artist's work.  <b>Texture:</b> Analyse and describe texture within artists' work.  <b>Tone:</b> Use a variety of tones to create different effects. Understand tone in more depth to create 3D effects. Analyse and describe use of tone in artists' work.</p> <p><b>Evaluating:</b>  <b>Identifying similarities and differences to others' work:</b> Build a more complex vocabulary when discussing your own and others' art.  <b>Reflecting:</b> Reflecting on their own work in order to make improvements.</p>
	Formal Elements of Art	Arcimboldo Sokari Douglas Camp El Anatsui Barbara Hepworth	Can I develop a range of mark-making techniques? Can I create patterns using printing techniques? Can I create patterns using a stamp? Can I create patterns using reflection and symmetry? Can I create a geometric pattern?	
	Sculpture		Can I create a musical instrument from recycled materials? Can I decorate musical instruments from recycled materials? Can I create a collage in the style of an artist? (Arcimboldo) Can I create a sculpture in the style of sculptor Sokari Douglas Camp? Can I create a sculpture in the style of El Anatsui?	

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5	Every Picture tells a Story	Hundertwasser Banksy John Singer Sargent E Magdalene Odundo Dominic Wilcox Paul Klee Rorschach	<p>Can I understand that art can have both meaning and message?</p> <p>Can I create a symmetrical, abstract art form? (Rorschach)</p> <p>Can I use visual symbols to create a meaningful message?</p> <p>Can I explore a piece of art work using drama? (John Singer Sargent)</p> <p>Can I develop ideas for 3D work through drawing and visualisation in 2D?</p>	<p><b>Making Skills:</b></p> <p><b>Drawing:</b> Further develop drawing from observation. Draw using perspective, mathematical processes, design, detail and line.</p> <p><b>Painting:</b> Control brush strokes and apply tints and shades when painting. Paint with greater skill and expression.</p> <p><b>Craft, design, materials and techniques:</b> Create mixed media art using found and reclaimed materials. Select materials for a purpose.</p> <p><b>Generating ideas:</b></p> <p><b>Sketchbooks:</b> Develop ideas through sketches. Enhance knowledge, skill and technique using experimental media in sketchbooks.</p> <p><b>Creating original artwork:</b> Express thoughts and feelings about familiar products. Design new architectural forms, design and invent new products, link artwork to literary sources. Create and invent for purposes.</p> <p><b>Formal Elements:</b></p> <p><b>Colour:</b> Select and mix more complex colours to depict thoughts and feelings.</p> <p><b>Form:</b> Further extend their ability to describe and model form in 3D using a range of materials.</p> <p><b>Line:</b> Extend and develop a greater understanding of applying expression when using line.</p> <p><b>Pattern:</b> Construct patterns through various methods to develop their understanding.</p> <p><b>Shape:</b> Compose original designs by adapting and synthesising the work of others. Analyse and evaluate artists' use of shape.</p> <p><b>Texture:</b> Use texture within drawings to show careful observation and understanding of illustrating different surfaces.</p> <p><b>Tone:</b> Develop an increasing sophistication when using tone to describe objects when drawing. Analyse artists' use of tone.</p> <p><b>Evaluating:</b></p> <p><b>Identifying similarities and differences to others' work:</b> Develop a greater understanding of vocabulary when discussing their own and others' work.</p> <p><b>Reflecting:</b> Regularly analysing and reflecting on their intentions and choices.</p>
	Art and Design Skills		<p>Can I develop observational drawing using fine pencil control?</p> <p>Can I design a new invention?</p> <p>Can I create a continuous line drawing?</p> <p>Can I create a collage and draw this from observation?</p> <p>Can I successfully upscale a drawing and paint accurately?</p> <p>Can I use imagination and visualisation to create and original piece of artwork?</p>	
	Formal Elements: Architecture		<p>Can I successfully draw a picture of a house from observation?</p> <p>Can I compose a print from a larger observational drawing?</p> <p>Can I transform the look of a building in the style of a famous artist? (Hundertwasser)</p> <p>Can I design a building in an architectural style?</p> <p>Can I design a monument?</p>	

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6	Make my Voice Heard	Claude Monet William Morris Edward Hopper Kathe Kollwitz Pablo Picasso Mark Wallinger	<p>Can I create graffiti art and understand that there are different styles of graffiti?            Can I draw emotions? (Käthe Kollwitz)            Can I create an impactful piece of art using some of the symbolism in Picasso's 'Guernica'?</p> <p>Can I use paint to produce a carefully finished piece of art in the style of Picasso's 'Guernica'?</p> <p>Can I create a sculpture of a head using clay?</p>	<p><b>Making Skills:</b>  <b>Drawing:</b> Learn and apply drawing techniques such as negative drawing, chiaroscuro, expression, sketching and still life.  <b>Painting:</b> Learn and apply drawing techniques such as negative drawing, chiaroscuro, expression, sketching and still life.  <b>Craft, design, materials and techniques:</b> Create photomontages, make repeat patterns using printing techniques, create digital art and 3D sculptural forms.</p> <p><b>Generating ideas:</b>  <b>Sketchbooks:</b> Make personal investigations and record observations in sketchbooks.            Record experiments with media and try out new techniques in sketchbooks.  <b>Creating original artwork:</b> Develop personal, imaginative responses to a theme.            Produce personal interpretations of cherished objects, show thoughts and feelings through pattern. Create imaginative 3D forms to create meaning.            Express ideas about art through messages, graphics, text and images.</p> <p><b>Formal Elements:</b>  <b>Colour:</b> Mix and apply colours to represent still life objects from observation.            Express feelings and emotions through colour.            Study colours used by impressionist painters.  <b>Form:</b> Express and articulate a personal message through sculpture.            Analyse and study artists' use of form.  <b>Line:</b> Deepen knowledge and understanding of using line when drawing portraits.            Develop greater skill and control.            Study and apply the techniques of other artists.  <b>Pattern:</b> Represent feelings and emotions through patterns.            Create sophisticated artwork using their knowledge of pattern.  <b>Shape:</b> Fluently sketch key shapes of objects when drawing.            Create abstract compositions using knowledge of other artists' work.  <b>Texture:</b> Explore art through a range of different textural mediums.  <b>Tone:</b> Increase awareness of using tone to describe lights and shade, contrast, highlight and shadow.            Manipulate tone for halo and chiaroscuro techniques.</p> <p><b>Evaluating:</b>  <b>Identifying similarities and differences to others' work:</b> Use the language of art with greater sophistication when discussing own and others art.  <b>Reflecting:</b> Give reasoned evaluations of their own and others work which takes account of context and intention.</p>
	Art and Design Skills		<p>Can I understand some of the motivations and techniques of impressionist and post-impressionist painters? (Claude Monet)</p> <p>Can I apply and understanding of line and repeated pattern?</p> <p>Can I create a repeated pattern through printing?</p> <p>Can I design and make a prototype as part of a group?</p> <p>Can I analyse and evaluate artwork? (Edward Hopper)</p>	
	Still Life		<p>Can I sketch ideas for a still life study paying attention to form, line and layout?</p> <p>Can I draw still life in charcoal?</p> <p>Can I draw using a negative medium?</p> <p>Can I paint a still life study in colour and mix colours to create the hue that I need?</p> <p>Can I create a box to showcase my work, represent my ideas graphically, combining words and graphics?</p> <p>Can I justify my choice of graphics and words?</p>	