

LMA: Key Knowledge Progression Document: Art & Design

At key stage 1, the key knowledge progression document takes full account of the national curriculum and groups it in the following strands:

- Use colour, pattern, texture, line, form, space and shape
- Drawing (including using different materials)
- Painting (including using different materials)
- Sculpture (including using different materials)
- Range of artists, craft makers and designers

These strands have been chosen as they reflect the National Curriculum content and enable progression to be shown across all the year groups (with the exception of using sketchbooks which starts at KS2 in the NC)

At key stage 2, the knowledge progression takes full account of the national curriculum's strands of:

- Use colour, pattern, texture, line, form, space and shape
- Drawing (including using different materials)
- Painting (including using different materials)
- Sculpture (including using different materials)
- Using sketchbooks
- Study of great artists, architects and designers

Rationale - decisions made include the following:

- All pupils will have a sketch book from Year 3 (on entry)

✓ **Skills** are dependent on specific procedural knowledge. A skill is the capacity to perform and in order to perform a deep body of knowledge needs to be acquired and retained

✓ These **knowledge statements** should be what pupils retain for ever. In other words, this knowledge is within their long-term memory and will be retained.

✓ When considering pupils' improvement in subject specific vocabulary knowledge, pupils could be provided with a **knowledge organiser** which contains the relevant words used for history for their age group. This should be shared with parents.

National Curriculum Subject Content

KS1 Strands					KS2 Strands					
Use colour, pattern, texture, line, form, space and shape	Drawing (including different materials)	Painting (including different materials)	Sculpture (including different materials)	Range of artists, crafter makers and designers	Use colour, pattern, texture, line, form, space and shape	Drawing (including different materials)	Painting (including different materials)	Sculpture (including different materials)	Study of great artists, architects and designers	Use of sketch books
Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space	Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination Use a range of materials creatively to design and make products	Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination Use a range of materials creatively to design and make products	Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination Use a range of materials creatively to design and make products	Study 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	Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]	Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]	Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]	Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]	Create sketch books to record their observations and use them to review and revisit ideas	Taught about great artists, architects and designers in history

Y2	Strand	Y3	Y4	Y5	Y6	Y7
AD2.1 know how to use lines and shapes to begin to show movement, contours, and feelings in individual artwork AD2.2 know how to use fine and broad media to develop control of line, shape and pattern AD2.3 know how to explore and use space for effect in individual artwork	Use colour, pattern, texture, line, form, space and shape	AD3.1 know how to use line, tint, tone, shape, form and colour to create a sense of dimension AD3.2 know how to create a sense of proportion in their own artwork AD3.3 know about contrasting and complimentary colours via the creation of a colour wheel	AD4.1 know how to use line, tint, tone, shape, form and colour to create a sense of movement in artwork AD4.2 know how to produce artwork using increasingly accurate proportion and scale	AD5.1 know how to use form to create the illusion of 3 dimensional art AD5.2 know how to create perspective in art using one point of perspective AD5.3 know how to create a surface pattern by repeat printing a motif or simulate a repeating pattern (potentially using digital technology) AD5.4 know and identify natural and manmade patterns AD5.5 select colours to create mood	AD6.1 know how to apply knowledge of proportion, depth, perspective, form and space to create effective pieces of art (including digital art) AD6.2 know how to create perspective in art using two points of perspective AD6.3 know how to over print to create patterns	Strand: Range of materials, increased proficiency, analysis and evaluation AD7.1 colour symbolism and connotations
AD1.6 know how to experiment with pencils to create lines of different thickness in drawings AD2.6 know how to use pencil to create different tones AD2.7 know and practice basic drawing techniques (for example stippling and blending)	Drawing (including using different materials)	AD3.4 know how to produce drawings with increasing control, experimenting with different materials (for example pencil, charcoal, ink) AD3.5 know how to use different grades of pencil to shade and to show different tones and textures AD3.6 know how to investigate light and dark using shading AD3.7 know how to use shading techniques effectively to create atmosphere and shadow	AD4.3 know how to produce drawings with increased control and accuracy, experimenting with different materials (for example pencil, charcoal, ink) AD4.4 know how to use shading to convey shape depth (for example in a landscape) AD4.5 know how to develop further a range of drawing techniques (for example, hatching, crosshatching, smudging, accent lines)	AD5.6 know how to produce drawings with control, accuracy and close observation, experimenting with different materials (for example pencil, charcoal, ink) AD5.7 know how to use previously taught drawing techniques to create mood	AD6.4 know how to draw with precision using previous taught techniques, using different gradient pencils or other materials for effect	Range of materials, increased proficiency, analysis and evaluation AD7.2 explore and investigate a range of materials, techniques and processes. • AD7.3 drawing methods, mark making & tonal values with a range of materials, techniques and processes. AD7.4 further develop, broaden and extend skills, knowledge and understanding of materials, techniques and processes through the key processes of Art • AD7.5 increasing control with drawing, painting and sculpture with adventurous • development, using an increasing variety of tools to create specific effects. • AD7.6 emphasis on refinement and quality of finish AD7.7 critically and technically analyse and evaluate

AD1.7 know how to use painting to develop and share ideas, using a range of different materials AD2.8 know how to produce paintings based on experiences or imagination, using a range of different materials AD1.8 know the name of primary and secondary colours AD2.9 know how to mix paint to create all the secondary colours AD2.10 know how to create brown with paint AD2.11 know how to create tints with paint by adding white AD2.12 know how to create tones with paint by adding black AD1.9 know how to use a variety of tools when painting with increasing control (e.g. brush, sponges, fingers, hands, sticks, sponge rollers) AD2.13 know how to begin to use a range of painting techniques such as dotting, scratching and splashing	Painting (including using different materials)	AD3.8 know how to produce paintings with increasing control, experimenting with different materials AD3.9 know how to experiment with different types of brush for a purpose AD3.10 know how to use and develop a greater range of painting techniques	AD4.6 know how to produce paintings with increased control and accuracy, experimenting with different materials AD4.7 know how to use watercolour to use different types of paints to produce washes for backgrounds and add detail (for example water colours, inks)	AD5.8 know how to produce paintings with control, accuracy and close observation, experimenting with different materials AD5.9 know and explore wash and transparency, marks and strokes when painting AD5.10 know and experiment with a variety of tools (other than paint brushes) to create effects in painting AD5.11 how to develop layers in paintings (for example through the use of acrylics) AD5.12 know and experiment with how to add texture to a painting (for example through the inclusion of sand)	AD6.5 know how to make inventive choices as to paint type and technique to create a desired outcome	Range of materials, increased proficiency, analysis and evaluation AD7.9 explore and investigate a range of materials, techniques and processes. AD7.10 colour mixing methods with a range of materials, techniques and processes AD7.11 Further develop, broaden and extend skills, knowledge and understanding of materials, techniques and processes through the key processes of Art AD7.12 increasing control with drawing, painting and sculpture with adventurous development, using an increasing variety of tools to create specific effects AD7.13 emphasis on refinement and quality of finish AD7.14 critically and technically analyse and evaluate their own and others work, identify key features, make comparisons and use this information to inform development s AD7.15 develop and use creative, critical and technical language, using quality talk and speaking like an artist
AD1.11 know how to cut, roll and coil materials AD1.12 know how to select, cut, assemble, tear, stick and collage different materials, with increasing confidence	Sculpture (including using different materials)	AD3.11 know how to produce sculpture with increasing control and purpose, experimenting with different materials AD3.12 know how to use techniques to create a	AD4.8 know how to produce sculpture with increased control and accuracy, experimenting with different materials	AD5.13 know how to produce sculptures with control, accuracy and close observation, experimenting with different materials (including natural versus manmade) AD5.14 know how to develop further techniques to create a	AD6.6 know how to combine techniques and different materials, according to purpose and aesthetics, to create a sculpture (for example combining wire work with papier mache etc)	Range of materials, increased proficiency, analysis and evaluation AD7.16 explore and investigate a range of materials, techniques and processes. • AD7.17 further develop, broaden and extend skills, knowledge and understanding of

AD1.13 know why we manipulate AD2.15 know how to make simple joins when creating a sculpture (for example how to use 'slip' when making joins in clay) AD2.16 know how to use simple tools when producing a sculpture		sculpture (for example, coiling, pinching, slab construction etc.)	AD4.9 know further joining techniques (for example fold, insert, slot, tie, wrap, tabs) AD4.10 know how to add finer detail to enhance the purpose and aesthetics of the sculpture using appropriate tools	sculpture (for example, carving, modelling, casting, constructing etc.)	AD6.7 know how to join different materials both for strength and aesthetics	materials, techniques and processes through the key processes of Art • AD7.18 increasing control with drawing, painting and sculpture with adventurous development , using an increasing variety of tools to create specific effects. • AD7.19 emphasis on refinement and quality AD7.20 critically and technically analyse and evaluate their own and others work, identify key features, make comparisons and use this information to inform developments • AD7.21 develop and use creative, critical and technical language, using quality talk and speaking like an artist
	Using Sketchbooks	AD3.13 know how to use a sketchbook to record basic observations to inform a final piece of art using different tools and techniques	AD4.11 know how to use sketchbooks to collate ideas from a range of sources to inform a final piece of art using different tools and techniques (e.g. including materials, photographs , sketches etc)	AD5.15 know how to use sketchbooks to capture and develop ideas using different tools and techniques to refine their own artwork	• AD6.8 know how to use sketchbooks to record observations and develop own techniques, commenting on the effectiveness of these. • AD6.9 know how to think critically about ideas, captured from a range of sources, in sketchbooks to justify decisions in their own artwork AD6.10 know and explain why different tools and techniques have been used to create art when capturing ideas in the sketchbooks	Recording observations AD7.22 draw, design, investigate, explore, experiment, document, list, review, evaluate, collect, collate, annotate, and communicate in order to support the creative design process. AD7.23 create sketchbooks and methods of recording to generate, develop, research and record observations and use them to review and revisit ideas.
Range of artists, craft makers and designers AD1.15 know how to describe what can be seen and give an opinion about the work of an artist, craft maker and / or designer AD2.17 know how artists, craft makers and/or designers have used colour, pattern and shape	Study of great artists, architects and designers	AD3.14 know and identify the techniques used by different artists, architects and / or designers AD3.15 know how to compare the work of different artists, architects and / or designers	AD4.12 know and experiment with the styles used by other artists, architects and / or designers AD4.13 know how different artists, designers and / or architects developed their specific style	AD5.16 know how to research the work of an artist, architect and / or designer and use their work to replicate a style AD5.17 know what a specific artist, architect and / or designer is trying to achieve in any given situation	AD6.11 know and explain how their own artwork has been influenced by a famous artist, architect and or designer AD6.12 know why art can be very abstract and interpret what message the artist, architect and or designer is trying to convey	History of Art AD7.24 know about art, craft and design of different periods and cultures, understanding the development of the work, the context of the artists, as well as the historical, political, spiritual, cultural, social, moral, environmental context(s) in which the work(s) was, were or are created. AD7.25 know the relationship to the creative Industries

		AD3.16 know when art is from different historical periods AD3.17 know when art is from different cultures	AD4.14 know how art provides a viewpoint about the past	AD5.18 know why artists, designers and / or architects are / were considered influential AD5.19 know reasons why artists, architects and designers make decisions based on cultural influences		
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