



# Art Knowledge Progression Map

	Year 3	Year 4	Year 5	Year 6
<b>Making skills (including formal elements)</b>				
<b>Colour</b>	Using light and dark colours next to each other creates contrast. Paint colours can be mixed using natural substances, and that prehistoric peoples used these paints	Adding black to a colour creates a shade. Adding white to a colour creates a tint.	Artists use colour to create an atmosphere or to represent feelings in an artwork, for example by using warm or cool colours.	A 'monochromatic' artwork uses tints and shades of just one colour. Colours can be symbolic and have meanings that vary according to your culture or background, eg red for danger or for celebration.
<b>Form</b>	Three dimensional forms are either organic (natural) or geometric (mathematical shapes, like a cube). Organic forms can be abstract.	Using lighter and darker tints and shades of a colour can create a 3D effect. Simple 3D forms can be made by creating layers, by folding and rolling materials.	An art installation is often a room or environment in which the viewer 'experiences' the art all around them. The size and scale of three-dimensional artwork changes the effect of the piece.	The surface textures created by different materials can help suggest form in two-dimensional art work.
<b>Shape</b>	Negative shapes show the space around and between objects. Artists can focus on shapes when making abstract art.	How to use basic shapes to form more complex shapes and patterns.	Shapes can be used to place the key elements in a composition.	How an understanding of shape and space can support creating effective composition.
<b>Line</b>	Using different tools or using the same tool in different ways can create different types of lines.	Lines can be lighter or darker, or thicker or thinner and that this can add expression or movement to a drawing.	Lines can be used by artists to control what the viewer looks at within a composition, eg by using diagonal lines to draw your eye into the centre of a drawing.	How line is used beyond drawing and can be applied to other art forms.
<b>Pattern</b>	Pattern can be man-made (like a printed wallpaper) or natural (like a giraffe's skin). Surface rubbings can be used to add or make patterns.	Patterns can be irregular, and change in ways you wouldn't expect. The starting point for a repeating pattern is called a motif, and a motif can be arranged in different ways to make varied patterns.	Artists create pattern to add expressive detail to art works, for example Chila Kumari Singh Burman using small everyday objects to add detail to sculptures.	Pattern can be created in many different ways, eg in the rhythm of brushstrokes in a painting (like the work of van Gogh) or in repeated shapes within a composition



<b>Texture</b>	Texture in an artwork can be real (what the surface actually feels like) or a surface can be made to appear textured.	How to use texture more purposely to achieve a specific effect or to replicate a natural surface.	How to create texture on different materials.	Applying thick layers of paint to a surface is called impasto, and is used by artists such as Claude Monet to describe texture.
<b>Tone</b>	That 'tone' in art means 'light and dark'. Shading helps make drawn objects look realistic. Some basic rules for shading when drawing, eg shade in one direction, blending tones smoothly and with no gaps. Shading is used to create different tones in an artwork and can include hatching, cross-hatching, scribbling and stippling.	That using lighter and darker tints and shades of a colour can create a 3D effect. Tone can be used to create contrast in an artwork.	Tone can help show the foreground and background in an artwork.	That chiaroscuro means 'light and dark' and is a term used to describe high-contrast images
<b>Knowledge of Artists</b>				
<b>Meanings</b>	Art from the past can give us clues about what it was like to live at that time.	Art can communicate powerful statements about right and wrong.	Artists are influenced by what is going on around them; for example culture, politics and technology. Artists 'borrow' ideas and imagery from other times and cultures to create new artworks. How an artwork is interpreted will depend on the life experiences of the person looking at it.	Artists can use symbols in their artwork to convey meaning. Sometimes artists add extra meaning to what they create by working in places where they don't have permission to work.
<b>Interpretations</b>	The meanings we take from art made in the past are influenced by our own ideas.	Designers can make beautiful things to try and improve people's everyday lives.	Artists use self-portraits to represent important things about themselves.	Artists find inspiration in other artist's work, adapting and interpreting ideas and techniques to create something new.



		How and where art is displayed has an effect on how people interpret it.	Artists create works that make us question our beliefs. Visual designs can represent big ideas like harmony with nature or peace.	Art can be a form of protest. Artists use art to tell stories about things that are important to them; looking at artworks from the past can reveal thoughts and opinions from that time. Art sometimes creates difficult feelings when we look at it.
<b>Materials and processes</b>	Artists have different materials available to them depending on when they live in history. Artists can make their own tools. Artists experiment with different tools and materials to create texture. Artists can work in more than one medium. Artist make decisions about how their work will be displayed.	Artists can choose particular materials to communicate a message. Artists choose what to include in a composition, considering both what looks good together and any message they want to communicate. Designers collect visual ideas from a wide range of sources, sometimes collecting these as a mood board. Artists and designers sometimes choose techniques based on the time and money available to them. Artists use drawing to plan ideas for work in different media.	Artists can choose their medium to create a particular effect on the viewer. Artists can combine materials; for example digital imagery with paint or print. Art can be interactive; the viewer becomes part of it, experiencing the artwork with more than one of the senses.	Artists use techniques like chiaroscuro to create dramatic light and shade when drawing or painting. Artists can use materials to respond to a feeling or idea in an abstract way. Artists take risks to try out ideas; this can lead to new techniques being developed. Artists can make work by collecting and combining ready-made objects to create 'assemblage'. Artforms are always evolving as materials and techniques change over time.
<b>Evaluating and Analysing</b>				
<b>What is art?</b>	Artists make art in more than one way. There are no rules about what art must be. Art can be purely decorative or it can have a purpose.	Artists make choices about what, how and where they create art. Art can be all different sizes. Art can be displayed inside or outside.	Sometimes people disagree about whether something can be called 'art'. Art doesn't always last for a long time; it can be temporary.	Art doesn't have to a literal representation of something, it can sometimes be imagined and abstract. Art can represent abstract



		<p>Art is interpreted differently depending on how it is displayed.</p> <p>Artworks can fit more than one genre.</p>	<p>Art, craft and design can be functional and affect human environments and experiences.</p>	<p>concepts, like memories and experiences.</p> <p>Art can be a digital art form, like photography.</p>
<p><b>Why do people make art?</b></p>	<p>People use art to tell stories and communicate.</p> <p>People can make art to express their views or beliefs.</p> <p>People make art for fun, and to make the world a nicer place to be.</p> <p>People use art to help explain or teach things.</p> <p>People make art to explore big ideas, like death or nature.</p>	<p>Art can be created to make money; being an artist is a job for some people.</p> <p>Art, craft and design affects the lives of people who see or use something that has been created.</p> <p>Artists make work to explore right and wrong and to communicate their own beliefs.</p>	<p>People make art to express emotion.</p> <p>People make art to encourage others to question their ideas or beliefs.</p> <p>People make art to portray ideas about identity.</p> <p>People make art to fit in with popular ideas or fashions.</p>	<p>Sometimes people make art to express their views and opinions, which can be political or topical.</p> <p>Sometimes people make art to create reactions.</p> <p>People use art as a means to reflect on their unique characteristics.</p>
<p><b>How to people talk about art?</b></p>	<p>People can have their own opinions about art, and sometimes disagree.</p> <p>One artwork can have several meanings.</p>	<p>Art is influenced by the time and place it was made, and this affects how people interpret it.</p> <p>Artists may hide messages or meaning in their work.</p> <p>Artists evaluate what they make and talking about art is one way to do this.</p>	<p>People can explore and discuss art in different ways, for example, by visiting galleries, by discussing it, by writing about it, by using it as inspiration for their own work or by sharing ideas online.</p> <p>Some artists become well-known or famous and people tend to talk more about their work because it is familiar.</p> <p>Talking about plans for artwork, or evaluating finished work, can help improve what artists create.</p> <p>Comparing artworks can help people understand them better</p>	<p>Art can change through new and emerging technologies that challenge people to discuss and appreciate art in a new way.</p> <p>People can have varying ideas about the value of art.</p> <p>Art can be analysed and interpreted in lots of ways and can be different for everyone.</p> <p>Everyone has a unique way of experiencing art.</p>