

Year Two Art and Design Progression Steps

 Exploring and developing ideas (ongoing) Record and explore ideas from first hand observation, experience and imagination. Ask and answer questions about the starting points for their work and the processes they have used. Develop their ideas. Explore the differences and similarities within the work of artists, craftspeople and designers in different times and cultures. 			 Evaluating and developing work (ongoing) Review what they and others have done and say what they think and feel about it. E.g. Annotate sketchbook Identify what they might change in their current work or develop in their future work. Annotate work in sketchbook. 		
 Layer different media, e.g. crayons, pastels, felt tips, charcoal and ballpoint. Understand the basic use of a sketchbook and work out ideas for drawings. Draw for a sustained period of time from the figure and real objects, including single and grouped objects. Experiment with the visual elements; line, shape, pattern and colour. 	 Mix a range of secondary colours, shades and tones. Experiment with tools and techniques, inc. layering, mixing media, scraping through etc. Name different types of paint and their properties. Work on a range of scales e.g. large brush on large paper etc. Mix and match colours using artefacts and objects. 	 Use a variety of techniques, inc. carbon printing, relief, press and fabric printing and rubbings. Design patterns of increasing complexity and repetition. Print using a variety of materials, objects and techniques. 	 Use a variety of techniques, inc. weaving, French knitting, tie-dyeing, fabric crayons and wax or oil resist, appliqué and embroidery. Create textured collages from a variety of media. Make a simple mosaic. Stitch, knot and use other manipulative skills. 	 Manipulate clay for a variety of purposes, inc. thumb pots, simple coil pots and models. Build a textured relief tile. Understand the safety and basic care of materials and tools. Experiment with, construct and join recycled, natural and manmade materials more confidently. 	 Explore ideas using digital sources e.g. Internet, CD-ROMs Record visual information using digital cameras and recorders Use a simple graphics package to create images and effects with lines by changing the size of brushes in response to ideas Use eraser, shape and fill tools Use basic selecting and cropping tools
		La	nguage		
Line Straight Curved Long Short Wavy Thick Thin diagonal bold vertical horizontal <u>Tone</u> Light dark tint tone shade	<u>Tone</u> Light dark tint tone shade <u>Colour</u> Primary Secondary bright cool warm complementary contrasting	Pattern Repeated spotted striped symmetrical criss-cross simple busy spaced complex	<u>Texture</u> Rough smooth bumpy soft hard prickly shiny furry hairy flat	Shape and form 2D shape 3D shape flat curved symmetrical regular coiled twisted rounded	Colour Primary Secondary bright cool warm complementary contrasting Pattern Repeated spotted striped symmetrical criss-cross simple busy spaced complex