

## **Year Three Art and Design Progression Steps**

	Exploring and developing ideas (ongoing)			Evaluating and developing work (ongoing)		
•	Select and record from first hand observation, experience and imagination, and explore ideas for different pu Question and make thoughtful observations about starting points and select ideas to use in their work. Explore the roles and purposes of artists, craftspeople and designers working in different times and cultures.		deas to use in their work.	<ul> <li>Compare ideas, methods and approaches in their own and others' work and say what they think and feel about them.</li> <li>Adapt their work according to their views and describe how they might develop it further.</li> <li>Annotate work in sketchbook.</li> </ul>		
	Drawing	Painting	Printing	Textiles/Collage	3D form	Digital Media
•	Experiment with different grades of pencil and other implements.  Plan, refine and alter their drawings as necessary.  Use their sketchbook to collect and record visual information from different sources.  Draw for a sustained period of time at their own level.  Use different media to achieve variations in line, texture, tone, colour, shape and pattern.	<ul> <li>Mix a variety of colours and know which primary colours make secondary colours.</li> <li>Use a developed colour vocabulary.</li> <li>Experiment with different effects and textures inc. blocking in colour, washes, thickened paint etc.</li> <li>Work confidently on a range of scales e.g. thin brush on small picture etc.</li> </ul>	<ul> <li>Print using a variety of materials, objects and techniques including layering.</li> <li>Talk about the processes used to produce a simple print.</li> <li>Explore pattern and shape, creating designs for printing.</li> </ul>	<ul> <li>Use a variety of techniques, inc. printing, dying, quilting, weaving, embroidery, paper and plastic trappings and appliqué.</li> <li>Name the tools and materials they have used.</li> <li>Develop skills in stitching. Cutting and joining.</li> <li>Experiment with a range of media e.g. overlapping, layering etc.</li> </ul>	<ul> <li>Join clay adequately and work reasonably independently.</li> <li>Construct a simple clay base for extending and modelling other shapes.</li> <li>Cut and join wood safely and effectively.</li> <li>Make a simple papier mache object.</li> <li>Plan, design and make models.</li> </ul>	<ul> <li>Record and collect images using digital cameras and video recorders</li> <li>Present recorded visual images using software e.g. Photostory, photoshop</li> <li>Use a graphics package to create images and effects with lines by controlling the brush tool with increased precision</li> <li>Changing the type of brush to an appropriate style e.g. charcoal</li> <li>Create shapes by making sections to cut, duplicate and repeat</li> <li>Experiment with colours and textures by making appropriate choice of special effects and simple filters to manipulate images for a particular purpose</li> </ul>
	Language					
	Line Straight Curved Long Short Wavy Thick Thin diagonal bold vertical horizontal cross- hatching Tone Light dark tint tone shade soft strong harsh	Tone Light dark tint tone shade soft strong harsh Colour Primary Secondary bright cool warm complementary contrasting bold subtle	Pattern Repeated spotted striped symmetrical criss-cross simple busy spaced complex broken checked	Texture Rough smooth bumpy soft hard prickly shiny furry hairy flat <b>fine uneven</b>	Shape and form  2D shape 3D shape flat curved symmetrical regular coiled twisted rounded proportioned irregular	Colour Primary Secondary bright cool warm complementary contrasting <b>bold subtle</b> Pattern Repeated spotted striped symmetrical criss-cross simple busy spaced complex <b>broken checked</b>