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 purposes. • 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.	• Compare ideas, methods and approaches in their own and others' work and say what they think and feel about them. • Adapt their work according to their views and describe how they might develop it further. • Annotate work in sketchbook.

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.	• Mix a variety of colours and know which primary colours make secondary colours. • Use a developed colour vocabulary. • Experiment with different effects and textures inc. blocking in colour, washes, thickened paint etc. • Work confidently on a range of scales e.g. thin brush on small picture etc.	• Print using a variety of materials, objects and techniques including layering. • Talk about the processes used to produce a simple print. • Explore pattern and shape, creating designs for printing.	• Use a variety of techniques, inc. printing, dying, quilting, weaving, embroidery, paper and plastic trappings and appliqué. • Name the tools and materials they have used. • Develop skills in stitching. Cutting and joining. • Experiment with a range of media e.g. overlapping, layering etc.	• Join clay adequately and work reasonably independently. • Construct a simple clay base for extending and modelling other shapes. • Cut and join wood safely and effectively. • Make a simple papier mache object. • Plan, design and make models.	• Record and collect images using digital cameras and video recorders • Present recorded visual images using software e.g. Photostory, photoshop • Use a graphics package to create images and effects with lines by controlling the brush tool with increased precision • Changing the type of brush to an appropriate style e.g. charcoal • Create shapes by making sections to cut, duplicate and repeat • Experiment with colours and textures by making appropriate choice of special effects and simple filters to manipulate images for a particular purpose

Language

Line	Tone	Pattern	Texture	Shape and form	Colour
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 **fine uneven**	Shape and form 2D shape 3D shape flat curved symmetrical regular coiled twisted rounded **proportioned irregular**	Colour Primary Secondary bright cool warm complementary contrasting **bold subtle** Pattern Repeated spotted striped symmetrical criss-cross simple busy spaced complex **broken checked**