

Year Five Art and Design Progression Steps

	MARY SCA							
	 Exploring and developing ideas (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 and processes to use in their work. Explore the roles and purposes of artists, craftspeople and designers working in different times and cultures. 			Evaluating and developing work (ongoing)				
					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.			
	Drawing	Painting	Printing		Textiles/Collage		3D form	Digital Media
	 Use a variety of source material for their work. Work in a sustained and independent way from observation, experience and imagination. Use a sketchbook to develop ideas. Explore the potential properties of the visual elements, line, tone, pattern, texture, colour and shape. 	 Demonstrate a secure knowledge about primary and secondary, warm and cold, complementary and contrasting colours. Work on preliminary studies to test media and materials. Create imaginative work from a variety of sources. 	 Explain a few techniques, inc' the use of poly-blocks, relief, mono and resist printing. Choose the printing method appropriate to task. Build up layers and colours/textures. Organise their work in terms of pattern, repetition, symmetry or random printing styles. Choose inks and overlay colours. 	•	Join fabrics in different ways, including stitching. Use different grades and uses of threads and needles. Extend their work within a specified technique. Use a range of media to create collage. Experiment with using batik safely.		Describe the different qualities involved in modelling, sculpture and construction. Use recycled, natural and man-made materials to create sculpture. Plan a sculpture through drawing and other preparatory work.	 Record, collect and store images using digital cameras and video recorders Present visual images using software eg photostory, PowerPoint Use a graphics package to create and manipulate their images Be able to import an image (scanned, retrieved, taken) into a graphics package Understand that a digital image is created by layering Create layered images from original ideas (sketch books etc)
ı	Language							
	Line Straight Curved Long Short Wavy Thick Thin diagonal bold vertical horizontal cross-hatching undulating continuous parallel flowing Tone Light dark tint tone shade soft strong harsh subtle contrasting dramatic highlight shadow mid-tone	Tone Light dark tint tone shade soft strong harsh subtle contrasting dramatic parallel flowing Colour Primary Secondary bright cool warm complementary contrasting bold subtle vibrant pale translucent opaque earthy pastel	Pattern Repeated spotted striped symmetrical criss-cross simple busy spaced complex broken checked tessellated geometric ornate well- balanced	Rou	tture ugh smooth bumpy soft hard prickly ny furry hairy flat fine uneven glossy tt raised jagged	2D sym rou asy	shape 3D shape flat curved shape 3D shape flat curved metrical regular coiled twisted nded proportioned irregular mmetrical forked elongated ering sweeping curvaceous	Colour Primary Secondary bright cool warm complementary contrasting bold subtle vibrant pale translucent opaque earthy pastel Pattern Repeated spotted striped symmetrical criss-cross simple busy spaced complex broken checked tessellated geometric ornate well-balanced