

## Year 1 Art & Design Progression Map

Curriculum Code	To develop ideas
Y1 - A&D 01	Respond to ideas and starting points
Y1 - A&D 02	Explore ideas and collect visual information
Y1 - A&D 03	Explore different methods and materials as ideas develop

Curriculum Code	To master techniques: collage
Y1 - A&D 04	Use a combination of materials that are cut, torn and glued
Y1 - A&D 05	A5) Sort and arrange materials
Y1 - A&D 06	A6) Mix materials to create texture

Curriculum Code	To master techniques: drawing
Y1 - A&D 07	Draw lines of different sizes and thickness
Y1 - A&D 08	Colour (own work) neatly following the lines
Y1 - A&D 09	Show pattern and texture by adding dots and lines
Y1 - A&D 10	Show different tones by using coloured pencils

Curriculum Code	To master techniques: print
Y1 - A&D 11	Use repeating or overlapping shapes
Y1 - A&D 12	Mimic print from the environment (e.g. wallpapers)
Y1 – A&D 13	Use objects to create prints (e.g. fruit, vegetables or sponges)
Y1 – A&D 14	Press, roll, rub and stamp to make prints

Curriculum Code	To take inspiration from the greats (classic and modern)
Y1 - A&D 15	Describe the work of notable artists, artisans and designers
Y1 - A&D 16	Use some of the ideas of artists studied to create pieces

Curriculum Code	Broadfield Academy – additional skills coverage