

Year 2

Art & Design Progression Map

Curriculum Code	To develop ideas
Y2 - A&D 01	Respond to ideas and starting points
Y2 - A&D 02	Explore ideas and collect visual information
Y2 - A&D 03	Explore different methods and materials as ideas develop

Curriculum Code	To master techniques: Painting
Y2 - A&D 04	Use thick and thin brushes
Y2 - A&D 05	Mix primary colours to make secondary
Y2 - A&D 06	Add white to colours to make tints and black to colours to make tones
Y2 - A&D 07	Create colour wheels

Curriculum Code	To master techniques: Collage
Y2 - A&D 08	Use a combination of materials that are cut, torn and glued
Y2 - A&D 09	Sort and arrange materials
Y2 - A&D 10	Mix materials to create texture

Curriculum Code	To master techniques: Sculpture
Y2 - A&D 11	Use a combination of shapes
Y2 - A&D 12	Include lines and texture
Y2 - A&D 13	Use rolled up paper, straws, paper, card and clay as materials
Y2 - A&D 14	Use techniques such as rolling, cutting, moulding and carving

Curriculum Code	To master techniques: Textiles
Y2 - A&D 15	Use weaving to create a pattern
Y2 - A&D 16	Join materials using glue and/or a stitch
Y2 - A&D 17	Use plaiting
Y2 - A&D 18	Use dip dye techniques

Curriculum Code	Digital Media
Y2 - A&D 19	Use a wide range of tools to create different textures, lines, tones, colours and shapes

Curriculum Code	To take inspiration from the greats (classic and modern)
Y2 - A&D 20	Describe the work of notable artists, artisans and designers
Y2 - A&D 21	Use some of the ideas of artists studied to create pieces

Curriculum Code	Broadfield Academy – additional skills coverage