Year 3
Art & Design Progression Map

Curriculum Code	To develop ideas
Y3 - A&D 01	Develop ideas from starting points throughout the curriculum
Y3 - A&D 02	Collect information, sketches and resources
Y3 - A&D 03	Adapt and refine ideas as they progress
Y3 - A&D 04	Explore ideas in a variety of ways
Y3 - A&D 05	Comment on artworks using visual language

Curriculum Code	To master techniques: Painting
Y3 - A&D 06	Use a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines
Y3 - A&D 07	Mix colours effectively
Y3 - A&D 08	Use watercolour paint to produce washes for backgrounds then add detail
Y3 - A&D 09	Experiment with creating mood with colour

Curriculum Code	To master techniques: Drawing
Y3 - A&D 10	Use different hardnesses of pencils to show line, tone and texture
Y3 - A&D 11	Annotate sketches to explain and elaborate ideas
Y3 - A&D 12	Sketch lightly (no need to use a rubber to correct mistake)
Y3 - A&D 13	Use shading to show light and shadow
Y3 - A&D 14	Use hatching and cross hatching to show tone and texture

Curriculum Code	To master techniques: Print
Y3 - A&D 15	Use layers of two or more colours
Y3 - A&D 16	Replicate patterns observed in natural or built environments
Y3 - A&D 17	Make printing blocks (e.g. from coiled string glued to a block)
Y3 - A&D 18	Make precise repeating patterns

Curriculum Code	To master techniques: Digital Media
Y3 - A&D 19	Create images, video and sound recordings and explain why they were created

Curriculum Code	To take inspiration from the greats (classic and modern)
Y3 - A&D 20	Replicate some of the techniques used by notable artists, artisans and designers
Y3 - A&D 21	Create original pieces that are influenced by studies of others

Curriculum Code	Broadfield Academy – additional skills coverage