

Year 5

Art & Design Progression Map

Curriculum Code	To develop ideas
Y5 - A&D 01	Develop and imaginatively extend ideas from starting points throughout the curriculum
Y5 - A&D 02	Collect information, sketches and resources and present ideas imaginatively in a sketch book
Y5 - A&D 03	Use the qualities of materials to enhance ideas
Y5 - A&D 04	Spot the potential in unexpected results as work progresses
Y5 - A&D 05	Comment on artworks with a fluent grasp of visual language

Curriculum Code	To master techniques: Painting
Y5 - A&D 06	Sketch (lightly) before painting to combine line and colour
Y5 - A&D 07	Create a colour palette based upon colours observed in the natural or built world
Y5 - A&D 08	Use the qualities of watercolour and acrylic paints to create visually interesting pieces
Y5 - A&D 09	Combine colours, tones and tints to enhance the mood of a piece
Y5 - A&D 10	Use brush techniques and the qualities of paint to create texture
Y5 - A&D 11	Develop a personal style of painting, drawing upon ideas from other artists

Curriculum Code	To master techniques: Collage
Y5 - A&D 12	Mix textures (rough and smooth, plain and patterned)
Y5 - A&D 13	Combine visual and tactile qualities
Y5 - A&D 14	Use ceramic mosaic materials and techniques

Curriculum Code	To master techniques: Sculpture
Y5 - A&D 15	Show life-like qualities and real-life proportions or, if more abstract, provoke different interpretations
Y5 - A&D 16	Use tools to carve and add shapes, texture and pattern
Y5 - A&D 17	Combine visual and tactile qualities
Y5 - A&D 18	Use frameworks (such as wire or moulds) to provide stability and form

Curriculum Code	To master techniques: Drawing
Y5 - A&D 19	Use a variety of techniques to add interesting effects (e.g. reflections, shadows, direction of sunlight)
Y5 - A&D 20	Use a choice of techniques to depict movement, perspective, shadows and reflection
Y5 - A&D 21	Choose a style of drawing suitable for the work (e.g. realistic or impressionistic)
Y5 - A&D 22	Use lines to represent movement

Curriculum Code	To master techniques: Print
Y5 - A&D 23	Build up layers of colours
Y5 - A&D 24	Create an accurate pattern, showing fine detail
Y5 - A&D 25	Use a range of visual elements to reflect the purpose of the work

	To master techniques: Textile
Y5 - A&D 26	Show precision in techniques
Y5 - A&D 27	Choose from a range of stitching techniques
Y5 - A&D 28	Combine previously learned techniques to create pieces

	To master techniques: Digital Media
Y5 - A&D 29	Enhance digital media by editing (including sound, video, animation, still images and installations)

	To take inspiration from the greats (classic and modern):
Y5 - A&D 30	Give details (including own sketches) about the style of some notable artists, artisans and designers
Y5 - A&D 31	Show how the work of those studied was influential in both society and to other artists
Y5 - A&D 32	Create original pieces that show a range of influences and styles

Curriculum Code	Broadfield Academy – additional skills coverage
Y5 - A&D 31.	Show how the work of those studied was influential in society. Identify Greek influences in Hemel buildings (walk round Hemel town and identify and photograph these)
Y5 - A&D 15	Show life-like qualities and real-life proportions or, if more abstract, provoke different interpretations (Build igloo – cold desert and Bedouin encampment with various materials in forest school area)