

Year 6

Art & Design Progression Map

Curriculum Code	To develop ideas
Y6 - A&D 01	Develop and imaginatively extend ideas from starting points throughout the curriculum
Y6 - A&D 02	Collect information, sketches and resources and present ideas imaginatively in a sketch book
Y6 - A&D 03	Use the qualities of materials to enhance ideas
Y6 - A&D 04	Spot the potential in unexpected results as work progresses
Y6 - A&D 05	Comment on artworks with a fluent grasp of visual language

Curriculum Code	To master techniques: Sculpture
Y6 - A&D 06	Show life-like qualities and real-life proportions or, if more abstract, provoke different interpretations
Y6 - A&D 07	Use tools to carve and add shapes, texture and pattern
Y6 - A&D 08	Combine visual and tactile qualities
Y6 - A&D 09	Use frameworks (such as wire or moulds) to provide stability and form

Curriculum Code	To master techniques: Drawing
Y6 - A&D 10	Use a variety of techniques to add interesting effects (e.g. reflections, shadows, direction of sunlight)
Y6 - A&D 11	Use a choice of techniques to depict movement, perspective, shadows and reflection
Y6 - A&D 12	Choose a style of drawing suitable for the work (e.g. realistic or impressionistic)
Y6 - A&D 13	Use lines to represent movement

Curriculum Code	To master techniques: Textile
Y6 - A&D 14	Show precision in techniques
Y6 - A&D 15	Choose from a range of stitching techniques
Y6 - A&D 16	Combine previously learned techniques to create pieces

Curriculum Code	To master techniques: Digital Media
Y6 - A&D 17	Enhance digital media by editing (including sound, video, animation, still images and installations)

Curriculum Code	To take inspiration from the greats (classic and modern)
Y6 - A&D 18	Give details (including own sketches) about the style of some notable artists, artisans and designers
Y6 - A&D 19	Show how the work of those studied was influential in both society and to other artists
Y6 - A&D 20	Create original pieces that show a range of influences and styles

Curriculum Code	Broadfield Academy – additional skills coverage