



Art and Design Progression of Skills Year 3

Generating Skills – Should be able to....	Making – Should be able to....	Evaluating – Should be able to....	Knowledge + Understanding – Should know...
Gather and review information, references and resources related to their ideas and interventions. (A1/A2/ Sp1/ Sp2/ S1/S2)	Develop practical skills by experimenting with and testing the qualities of a range of different materials and techniques. (A1/A2/ Sp1/ S1/ S2)	Take the time to reflect upon what they like and dislike about their work in order to improve it. (A2/ Sp1/ Sp2/ S1/ S2)	About and describe the work of some artists, craftspeople, architects and designers. (A1/A2 Sp2/ S1)
Use a sketchbook for different purposes, including recording observations, planning and shaping ideas. (A1/A2/ Sp1/ Sp2/ S1/ S2)	Select, and use appropriately, a variety of materials and techniques in order to create their own work (A2/ Sp1/ Sp2/ S1/ S2)		And be able to explain how to use some of the tools and techniques they have chosen to work with. (A1/A2/ Sp1/ Sp2/ S1/S2)

Focus:	Drawing	Colour	3D Design
Line / Detail + Observation	Use experience of line to practise close observation to add detail to drawing (A1/A2 Sp2/ S1)		
Texture/ Pattern	Show increased control creating different marks to form patterns and different textures to create effects, for example dots, lines, shapes, hatching. (A1/A2/ Sp2/ S1)		
Shading	Experiment with the potential of various pencils to shade and create light and dark (A2 Sp2/ S1)		
Perspective	An attempt to show some 3D qualities to an object. (A2 Sp2/ S1)		
Recording/Self-Gov/Evaluation	Self-reflect on created pieces of art (A1/A2/ Sp2/ S1)		
Colour Mixing/Knowledge		Tertiary colours Tones of colour adding light and dark. (A2/ Sp1/ Sp2/ S1/S2)	
Application of Paint		Paint applied with greater variety of brushes to try and copy effects including washes (A2/Sp1/Sp2/S1/ S2)	
Construction Form			Shape, form, model, and construct (malleable and rigid materials) (Sp1/ S2) Develop understanding of different adhesives + methods of construction (Sp1/ S2)
Surface + Texture			Begin to experiment with more intricate surface patterns/ textures and use them when appropriate. (Sp1/ S2)
Research + Planning/Evaluation			Begin to plan design of object based on its purpose Awareness of natural and man-made forms and how some are represented in sculpture. (Sp1/ S2)

Media	Pencil Pen Charcoal	Crayon Paint Watercolour Chalk Pastel Chalk Wax pastels Cotton buds Photography	String printing blocks Bubble-wrap printing Styrofoam Paint / Ink Cardboard Fabric + thread Found and recycled mixed media including natural materials
Artists/Craft Makers/Designers	Albrecht Durer (1471–1528) Henry Moore (1898-1986)	Georgia O'Keeffe (1887-1986) David Hockney (1937-) Wilfred Stanley Haines (1905-1944) Herbert Mason (1903-1964)	Anderson Shelter designers/engineers: William Paterson and Oscar Kerrison (1938)