

## Art & Design Technology Progression map 2019 - 2020



	Year 3	Year 4	Year 5	Year 6
Children will have the opportunity to use a variety of materials and learn numerous techniques throughout their four years at Auriol. As they progress through the school, students will gain a deeper understanding of Art and D.T. resulting in				
<b>Art Skills</b>	Drawing – HB pencil. Painting – ready mix, watercolour. Stencilling Oil pastel Collage – simple mosaic, cutting geometric shapes. Sculpture – wire, card.	Drawing – HB pencil and coloured pencil. Painting and mark making techniques- ready mix, watercolour. Collage – cutting and shaping more complex shapes with an intended purpose. Sculpture – card with basic attachment techniques.	Drawing – Pencil and charcoal and coloured pencils. Painting – watercolour, ready mix, painting on a 3D surface. Printing – exploring techniques Sculpture – clay.	Drawing – Sketching pencils, coloured pencils, fine liner. Painting – ready mix, marbling ink and watercolour. Collage – creating own paper, cutting and shaping. Sculpture – card with paper manipulation and attachment techniques.
<b>Art Theory</b>	Art elements – space, colour, shape. Pointillism Pop Art	Art elements – space, colour, shape, line. Cubism Illustration	Art Elements – space, colour, shape, line, texture, and pattern. Expressionism Surrealism Architecture	Art elements – space, colour, shape, line, texture, pattern, value. Modernism Illustration
<b>Artist/ Designer/ Illustrator/ Architect</b>	Daisy Loongkoonan Banksy David Hockney Henri Matisse	Eric Carle Pablo Picasso Coco Chanel Jorn Utzon	Vincent Van Gogh Andy Warhol Jessie Breakwell Salvador Dali	Georgia O’Keeffe Peter Kromer Product designer
<b>Design &amp; Technology skills</b>	Cutting and shaping – paper and card. Food technology. Graphic design – packaging.	Cutting, shaping and finishing – paper and card, textiles. Weaving and sewing. Graphic design – cross sectional and isometric drawing.	Cutting, shaping and finishing – paper and card, clay. Graphic design – exploded diagrams.	Cutting, shaping and finishing – paper and card, wood. Graphic design- perspective drawing. CAD

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<b>Design &amp; Technology Theory</b>	DT – Principles User, Purpose, Functionality, Design Decisions, Innovation, Authenticity.	DT – Principles User, Purpose, Functionality, Design Decisions, Innovation, Authenticity.	DT Principles - User, Purpose, Functionality, Design Decisions, Innovation, Authenticity.	DT Principles - User, Purpose, Functionality, Design Decisions, Innovation, Authenticity.
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