

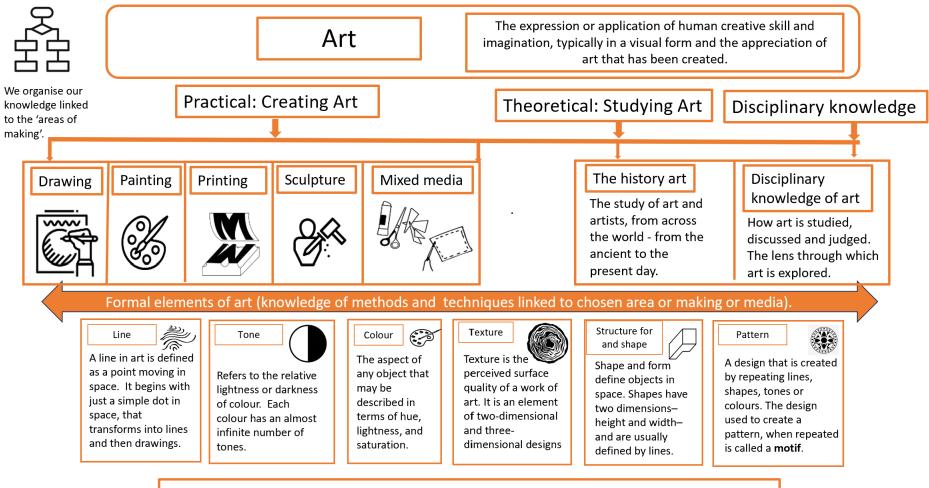


Subject Specific Concepts in Art

Second Order Concept	Explanation	Substantive Concepts	
Line	A line in art is defined as a point moving in space. It is one of the most crucial elements, as everything begins with just a simple dot in space, that transforms into lines and then drawings.	Drawing Painting Printing	
Tone	Refers to the relative lightness or darkness of colour. Each colour has an almost infinite number of tones.	Mixed Media Sculpture	
Colour	The aspect of any object that may be described in terms of hue, lightness, and saturation.		
Texture	In the visual arts, texture is the perceived surface quality of a work of art. It is an element of two-dimensional and three- dimensional designs and is distinguished by its perceived visual and physical properties. Use of texture, along with other elements of design, can convey a variety of messages and emotions.		
Shape, form and space	Shape and form define objects in space. Shapes have two dimensions-height and width-and are usually defined by lines. Forms exist in three dimensions, with height, width, and depth. Shape has only height and width.		







Sketchbooks : A place to explore through drawing, writing, collecting, collaging and playing with ideas





Progression of Substantive Concepts

EYFS	KS1	LKS2		
Drawing				
Create pictures using different mediums.	Draw light and dark lines (by varying the pencil pressure).	Create highlights and shadows in drawings.		
Draw straight and curved lines using different implements. (e.g., pencil, chalks).	Identify light and dark within drawings. Vary tone in drawings by using different techniques:	Choose which pencil grade to use according to what they are drawing.		
Identify a range of 2D shapes in pictures e.g., square, triangle, rectangle.	varying the amounts of pressure and the thickness of the line.	Draw sketches before building on a drawing with more detail. Use a sketchbook for close observations.		
Notice key features of what they are drawing e.g., for self-portrait they notice eyes, mouth, ears and hair.	Vary techniques for adding tone and texture to drawings by using different techniques (using the side of a pencil to shade; scribbling, smudging, blending, cross hatching).	Use sketches to make a quick representation of something or to work out ideas.		
Grip a pencil between two fingers and thumb (tripod grip).		Use sketchbooks to gather information for finished piece of work		
Draw curved and straight lines, lines which intercept etc.		Draw objects in proportion to each other within the same picture e.g., the size of a man next to a house.		
		Draw basic shapes using techniques for shading and highlighting cube, cuboid, cylinder.		
		Add a range of different tones to a drawing.		
		Use a sketch book to test different techniques		





Painting ferent brushes and tools to create age, rollers, straws, natural and primary colours to create secondary	Use brush strokes to create different effects: to develop techniques that create patterns and texture, e.g. Stippling and dry brush. Mix tertiary colours. Mix different shades of the same colour to create effects
ge, rollers, straws, natural and	that create patterns and texture, e.g. Stippling and dry brush. Mix tertiary colours.
primary colours to create secondary	
	Mix different shades of the same colour to create effects
	with different shades of the same colour to create effects
thick or thin (Choose the right	Experiment with different brushes and tools to create texture (sticks, sponge, rollers, straws, natural and manmade objects).
t forms- e.g. ready mixed and water	With guidance mix primary colours to create secondary colours.
thickness of the paintbrush to achieve	Experiment with different thicknesses of paint (different types of paint and dilution) and the effects different paints can create.
secondary colours	Identify and create foreground and background in pictures.
e of paint can be changed by adding ite (lighter)	Use a colour wash then layering to create depth in their painting
olours by different proportions of	
t t s	forms- e.g. ready mixed and water hickness of the paintbrush to achieve econdary colours of paint can be changed by adding te (lighter)





EYFS	KS1	LKS2		
Printing and Mixed media				
Apply paint to objects and transfer to paper- corks sponges, ben barrels, string or take rubbings to transfer texture.	Use objects to create texture within a print e.g. mesh, fabric, leaf, embossed wallpaper	Experimenting with different techniques and materials to add texture to a picture.		
Make a repeated press print pattern with chosen objects (beads, straws buttons, sponges etc) paint & press. To use understanding of print to create a print work, describe its features and explain choices made.	Identify patterns within pieces of art and produce patterns by repeating lines e.g., study of Bridget Riley Replicate a print to create a repeated pattern. Produce patterns by repeating shapes and colour.	Using layers create a foreground or background Selecting materials or tools with a purpose in mind (e.g. ink drawing to a painting to add fine detail or adding sand to paint or tissue to add texture).		
To use understanding of pattern to create a piece of art, describe its features and explain choices made.				





EYFS	KS1	LKS2		
Sculpture				
Moulding dough into different shapes (pinching, rolling, stretching, and squeezing). Linked to physical development benchmarks Mould dough / clay into a shape of a specific object and add detail to it (e.g. tools to make marks on it to decorate). Joining materials e.g. using cellotape, masking tape. To use understanding of texture to create visual art, describe its features and explain	Use pinch and slab technique. Specific tools can be used to add marks as decoration or to create texture. Use simple tools and techniques to shape, assemble and join materials. Know score and slip is a method for joining. Use simple tools and techniques to shape and assemble materials.	Mould clay to a desired shape using: pinching, rolling and stretching twisting, scratching and coiling. Create a clay sculpture following a design Roll clay to an appropriate thickness Use a range of tools to mark make on the surface of the clay Create different 3D shapes e.g. using retainers		
choices made. Combine materials to create new textures (e.g. paint and sand/lentils). To use understanding of form to create a 3D piece of art, describe its features and explain choices made.	Create a model or 3D picture that represents an idea or replicates an object or picture. Show an awareness of the shape and colour of the sculpture when replicating likeness.	 Mould and join pieces of clay together effectively Show an awareness of the finishing of the product e.g. by adding decorative detail, smoothing cracks or adding texture Create 3D structures using a basic structure adding an additional material. (e.g. covering structure or adding extra detail/texture). To be able to identify and replicate some 3D shapes within a sculpture. Showing awareness of the finishing of the products by adding decorative detail or additional materials. 		





	Unit	Unit	Unit
EYFS	Painting	Drawing	Sculpture
	Colour Mixing	Spirals	Playful Making
Year 1	Painting	Drawing	Drawing and Print
	Expressive Painting	Seasonal Drawing	Inspired by Nature
Year 2	Painting	Drawing	Printing
	Colour Wheel	Observing and Drawing Sculptures	Fossil Printing
Year 3	Painting & Clay	Drawing	Collage and Sculpture
	Stone Age Art	Drawing & Storytelling	Be an Architect
Year 4	Sculpture and Clay	Painting	Drawing & Collage
	Clay Coil Pots	Cloth, thread and Print	Exploring Still Life





Vocabulary Progression

EYFS	Year 1	Year 2	Year 3	Year 4
chalk	HB pencil	Hatch	Control	Foreground
pencil	Lead	Cross hatch	3D Depth	Background
Mix	2D	Blend	Effects	Precision
Paintbrush	Light and dark	Smudge	Pattern	Detail
Poster paint	Thick and thin	Charcoal	Tertiary colours	Decorate
Palette	Pattern	Oil pastel	Block painting	Finishing touches
Primary Colours	Thickness	Textures	Print	Final product
Build	Lighten	Balance	Press	Set
Join	Darken	Stippling	Block	Firm
Idea	Shades	Fine	Roller	Shaping
	Secondary Colours	Medium	Tessellation	Sculpt
	Design	Clay	Detail	Shape
	Repeated Pattern	Marking	Decorate	Stability
		Design	Pinch	
		Moulding	Slab	
		Tools		
		Shaping		
		Sculpture		
		Shaper		