Ocker Hill Academy Art/DT Progression Map

Art DT

Year group	T1.1	T1.2	T2.1	T2.2	T3.1	T3.2
 Visual I Know th portray a Select an material Know th create ar the task/ Visual I Adapt ar emotions pattern a Mastery (Skills) Develop invent m different painting, work. 	Stone Age Language (Knowledge) nat colour can be used to an emotion. Ind use appropriate ls (Knowledge) nat the materials used to rtwork need to be suited to	Topic: Where in the World? Cooking & nutrition (Knowledge) Know some examples of animal based foods. Know some examples of plant based foods. Cooking & nutrition (Skills) Understand where different types of food come from. Understand the principles of a healthy and varied diet.	Topic: The Romans Design (Knowledge) Know how to plan a product for sketches/diagrams. Make (Knowledge) Know how to strengthen and jo Evaluate (Knowledge) Know and describe the intended Technical knowledge (Knowled Know how to strengthen a product for sketches/diagrams. Design (Skills) Generate, develop and model id diagrams. Make (Skills) Use a selection of appropriate e to improve the appearance of a shaping and joining. Evaluate (Skills) Begin to recognise that the qualit is made and meets its intended Technical knowledge (Skills) Understand how to strengthen s	r an intended purpose using in materials for an intended purpose. I purpose of a product. Edge) uct for its intended purpose. leas through annotated sketches and quipment, tools and techniques safely product from a design e.g. cutting, ity of a design depends on how well d purpose.	 Topic: Brazil and the Visual Language (Knowledge) Know that colour can be used to Know that a pattern is a reper Mastery of artistic techniques Know that a collage consists of paper or fabric onto backing. Evaluation (Knowledge) Know how to give effective, contor others' artwork. Visual Language (Skills) Adapt and refine ideas to expressible shape, pattern and colour. Communication (Skills) Collect information, sketches ar book Mastery of artistic techniques The ability to explore and invent different mediums e.g. Drawing and 3D work. Select and use appropriate materials and control when using techniques. Evaluation (Skills) Give opinions and identify similibetween their work and that of control work and that of control	Amazon Rainforest portray an emotion. eated decorative design. (Knowledge) sticking various materials, instructive feedback on as emotions through line, ad resources within a sketch (Skills) t marks through a range of , painting, collage, textiles tterials (Skills) demonstrate increasing

4	Topic: Anglo Saxons Mastery of artistic techniques (Knowledge) Know how to use shading to give artwork a 3D effect.	Topic: Vikings Visual Language (Knowledge) Know that a pattern is a repeated decorative design.	Topic: What a Wonderful World Mastery of artistic techniques (Knowledge) Know how to use shading to give artwork a 3D effect.	Topic: World War 2 Cooking & nutrition (Knowledge) Know that a healthy diet consists of 5 main food
	Mastery of artistic techniques (Skills) The ability to explore and invent marks through a range of different mediums e.g. Drawing, painting, collage, textiles and 3D work.	Mastery of artistic techniques (Knowledge) Know how to use shading to give artwork a 3D effect. Knowledge and Understanding	Knowledge and Understanding (Knowledge) Know some examples of artists' styles/ art movements e.g. Pop art, Contemporary, Art Deco.	groups. Cooking & nutrition (Skills) Understand where different types of food come
	Knowledge and Understanding (Skills) Recognise particular artists and artist's style with some background knowledge and be able to	(Knowledge and Understanding (Knowledge) Know some examples of artists' styles Knowledge and Understanding (Skills)	Evaluation (Knowledge) Know how to give effective, constructive feedback on others' artwork.	from. Understand the principles of a healthy and
	replicate the style. Select and use appropriate materials (Skills) Select appropriate materials and demonstrate	Recognise particular artists and artist's style with some background knowledge and be able to replicate the style.	Communication (Skills) Collect information, sketches and resources within a sketch book	varied diet.
	increasing control when using techniques. Design (Knowledge) Know how to plan a product for an	Design (Knowledge) Know how to plan a product for an intended purpose using	Mastery of artistic techniques (Skills) The ability to explore and invent marks through a range of different mediums e.g. Drawing, painting, collage, textiles and 3D work.	Prepare and cook a variety of different types of food using a limited range of techniques.
	intended purpose using sketches/diagrams. Make (Knowledge) Know how to strengthen and join	sketches/diagrams. Make (Knowledge) Know how to strengthen and join materials for an intended purpose.	Knowledge and Understanding (Skills) Recognise particular artists and artist's style with some background knowledge and be able to replicate the style.	Visual Language (Knowledge) Know that colour can be used to portray an emotion.
	materials for an intended purpose. Evaluate (Knowledge) Know how to critically evaluate work.	Technical knowledge (Knowledge) Know how to strengthen a product for its intended purpose.	Evaluation (Skills) Give opinions and identify similarities and differences between their work and that of others.	
	Design (Skills) Generate, develop and model ideas through annotated sketches and diagrams.	Design (Skills) Generate, develop and model ideas through annotated sketches and	Technical knowledge (Knowledge) Know what an axle is. Know how to create a series circuit for bulbs, buzzers and motors.	
	Make (Skills) Use a selection of appropriate equipment, tools and techniques safely to improve the appearance of a product from a design e.g. cutting, shaping and joining.	diagrams. Make (Skills) Use a selection of appropriate equipment, tools and techniques safely to improve the appearance of a product	Technical knowledge (Skills) Understand how to use simple mechanical in designs/products such as levers, wheels and axles. Understand how to use simple electrical systems in designs/products such as series circuits for bulbs, buzzers and motors.	
	Evaluate (Skills) Begin to reflect on the progress of the design and identify alternative ways they could improve it.	from a design e.g. cutting, shaping and joining. Technical knowledge (Skills) Understand how to strengthen simple		
		structures.		

Topic: Local History Study	Topic: Our Changing	Topic: Rivers and Mountains	Topic: Ancient Egypt
Design (Knowledge) Know how to design and improve the	World	Cooking & nutrition (Knowledge)	Design (Knowledge) Know how to design and improve the design of a product using
design of a product using annotated		Know how food production is linked to the seasons.	annotated sketches/ diagrams.
sketches/ diagrams.	Knowledge and Understanding (Skills)	Cooking & nutrition (Skills)	Know that prototypes can be used to improve a design.
	Recognise particular artists and artist's	Understand seasonality and know where and how a variety of	
Technical knowledge (Knowledge) Know that material and joining techniques contribute to the overall strength of a	style and use them to interpret and reproduce own images.	ingredients are grown, reared, caught and processed.	Make (Knowledge) Know how to strengthen a range of structures e.g. using triangula shapes.
product.		Communication (Knowledge)	*
Design (Skills)	Select and use appropriate materials (Skills)	Know and explain the use of line in art. (e.g. space, pattern,	Evaluate (Knowledge) Know that evaluation of a product can improve future designs.
Research and design a criteria to be able to	Select independently appropriate tools	tone)	Know that a successful design is one that meets its intended purp
generate, develop and model ideas through	and methods for their personal style and	Know and explain perspective (e.g. creating the illusion of three dimensions/ give distance)	
discussion, annotated sketches/diagrams and prototypes.	nature of the subject. Investigate and combine visual and	unee dimensions/ give distance)	Know the importance of the aesthetics of a product as well as its purpose.
	tactile materials and processes.	Select and use appropriate materials (Knowledge)	Technical knowledge (Knowledge)
Make (Skills)		Know how paint, pencil, chalk and oil pastels can be used to	Know that material and joining techniques contribute to the over
Use a wide range of appropriate equipment, tools and techniques safely to	Select and use appropriate materials	blend and shade.	strength of a product.
strengthen and improve the appearance	(Knowledge) Know how careful selection of tools can		Know how to make a parallel circuit for bulbs, buzzers and moto
and performance of a product from a	affect the style of an artistic design.	Visual Language (Skills)	
design. For example cutting, shaping,		Interpret observations and express emotions through line,	Design (Skills) Research and design a criteria to be able to generate, develop and
joining and finishing accurately.	Select and use appropriate materials	shape, pattern, colour, texture and form.	model ideas through discussion, annotated sketches/diagrams and
To use a wide range of materials and	(Skills)		prototypes.
components according to their properties	Select independently appropriate tools and methods for their personal style and	Communication (Skills) Collect information, sketches and resources within a sketch	Make (Skills)
in a design.	nature of the subject.	book.	Use a wide range of appropriate equipment, tools and techniques
		DOOK.	safely to strengthen and improve the appearance and performanc a product from a design. For example cutting, shaping, joining an
Communication (Knowledge)	Investigate and combine visual and	Communicate ideas and meaning by commenting on artwork	finishing accurately.
Know and explain the use of line in art. (e.g. space, pattern, tone)	tactile materials and processes.	with a fluent grasp of fluent language.	
(e.g. space, pattern, tone)			To use a wide range of materials and components according to the properties in a design.
Select and use appropriate materials		Mastery of artistic techniques (Skills)	
(Knowledge)		The ability to develop a personal style through a range of	Evaluate (Skills) Consistently reflect on the progress of a design and identify
Know how paint, pencil, chalk and oil		different mediums e.g. Drawing, painting, collage, textiles	alternative ways it could be improved, particularly if the first
pastels can be used to blend and shade.		and 3D work.	attempts fail.
Visual Language (Skills)			Begin to recognise that the quality of a design depends on how w
Interpret observations and express		Knowledge and Understanding (Skills)	it is made and meets its intended purpose.
emotions through line, shape, pattern,		Recognise particular artists and artist's style and use them to	Consider the views of others to improve the design/product
colour, texture and form.		interpret and reproduce own images.	particularly in regard to functional properties and aesthetic qualit
Mastery of artistic techniques (Skills)			Technical knowledge (Skills)
The ability to develop a personal style			Understand how to use electrical systems in designs/products suc
through a range of different mediums e.g.			parallel circuits for bulbs, buzzers and motors.

Drawing, painting, collage, textiles and 3D		
work.		

6	Topic: Ancient Greeks	Topic: Extreme Earth	Topic: Mayan	Topic: Moving People	Topic: End
U	Cooking & nutrition	Knowledge and	Civilization	Design (Knowledge) Know how to design and improve the design of a product using annotated sketches/ diagrams.	of Year Performance
	(Knowledge)	Understanding (Knowledge)	Mastery of artistic techniques	Know now to design and improve the design of a product using annotated sketches/ diagrams.	1 er for manee
	Know how to safely cut basic	Know some famous individual	(Knowledge) Know that textiles is art in	Know that prototypes can be used to improve a design.	A range of
	foods e.g. salads, fruit and veg.	artists e.g. Picasso, van Gough,	fabric/material form.	Make (Knowledge)	DT/Art
		Warhol, da Vinci and Frida		Know how to join wooden structures.	objectives to be met
	Know examples of vitamins and	Khalo.	Select and use appropriate materials (Knowledge)		according to
	minerals needed for a healthy		Know how careful selection of	Know how to strengthen a range of structures e.g. using triangular shapes.	the nature of
	body.	Knowledge and	tools can affect the style of an	Evaluate (Knowledge)	each year's
		Understanding (Skills)	artistic design.	Know that evaluation of a product can improve future designs.	personalised performance.
	Cooking & nutrition (Skills)	Recognise particular artists and	Communication (Skills)	Know the importance of the aesthetics of a product as well as its purpose.	performance.
	Understand the principles of a	artist's style and use them to	Communicate ideas and meaning	Tasknisal Inseriadas (Unamiadas)	
	healthy and varied diet.	interpret and reproduce own	by commenting on artwork with a fluent grasp of fluent language.	Technical knowledge (Knowledge) Know how hydraulics can be used for movement.	
	neuting and varied diet.	images.			
	Prepare and cook a variety of		Mastery of artistic techniques (Skills)	Know how gears work to decrease effort needed for movement.	
	different types of food using a		Develop ability to develop a	Know how a pulley can be used to decrease the effort needed to lift an object.	
	wider range of techniques.		personal style through a range of		
	wider range of techniques.		different mediums e.g. Drawing, painting, collage, textiles and 3D	Know how cams can be used to change a rotating motion into another movement.	
			work.	Know how a lever works to decrease the effort needed to lift an object or create a movement.	
	Understand seasonality and know			Design (Skills)	
	where and how a variety of		Knowledge and Understanding (Skills)	Research and design a criteria to be able to generate, develop and model ideas through	
	ingredients are grown, reared,		Recognise particular artists and	discussion, annotated sketches/diagrams and prototypes.	
	caught and processed.		artist's style and use them to interpret and reproduce own	Make (Skills)	
	T 71 IT (T 7 I I I)		images.	Use a wide range of appropriate equipment, tools and techniques safely to strengthen and	
	Visual Language (Knowledge)			improve the appearance and performance of a product from a design.	
	Know how materials and drawing		Select and use appropriate materials (Skills)	To use a wide range of materials and components according to their properties in a design.	
	techniques can be used to create		Select independently appropriate	Evaluate (Skills)	
	texture.		tools and methods for their personal style and nature of the	Consistently reflect on the progress of a design and identify alternative ways it could be	
	Interpret Observations and		subject.	improved, particularly if the first attempts fail.	
	express emotions through line,		Investigate and combine viewal	Begin to recognise that the quality of a design depends on how well it is made and meets its	
	shape, pattern, colour, texture and		Investigate and combine visual and tactile materials and	intended purpose.	
	form.		processes.	Consider the views of others to immersize the design (are dust particularly in record to functional	
				Consider the views of others to improve the design/product particularly in regard to functional properties and aesthetic qualities.	
	Knowledge and Understanding				
	(Skills)			Technical knowledge (Skills) Understand how to strengthen, stiffen and reinforce more complex structures.	
	Recognise particular artists and				
	artist's style and use them to			Understand how to use mechanical and hydraulic systems in designs/products such as gears, pulleys, cams and levers.	
	interpret and reproduce own			puncys, cants and revers.	
	images.				