Art curriculum progression map

Y6

- I can create art that captures conflict by taking inspiration from Paul Nash.
- I can create art that explores anatomy by taking inspiration from Albrecht Dürer.
- I can create floral patterns in the style of William Morris.

Y5

- I can explore and create religious art.
- I can create pop art.
- I can explore cultural tradition in art.

Y4

- I can create cityscape art by taking inspiration from Camille Pissarro.
- I can create art that focuses on royalty by taking inspiration from Hans Holbein.
- I can explore artistic symbolism by focusing on the artist Edvard Munch.

Y3

- I can create a landscape painting, based on the work of John Constable.
- I can use specific techniques to create paintings of animals with fur.
- I can create an aerial cityscape by taking inspiration from Yvonne Jacquette.

Y2

- I can create weather themed art by taking inspiration from J.M.W Turner.
- I can create art that explores the dark of the night.
- I can create jungle themed art, taking inspiration from Henri Rousseau.

Y1

- I can create seaside themed art by taking inspiration from Claude Monet.
- I can create flower themed art by taking inspiration from Georgia O'Keeffe.
- I can create scenes of the sea by taking inspiration from Ivan Aivazovsky.

R

- I can use what I know about media and materials in original ways.
- I can safely use, explore and experiment with a variety of materials, tools and techniques.
- I can explore colour mixing and textures to create simple representations.

N

- I can explore different lines and colours.
- I can describe different textures.
- I can capture experiences and responses with a range of media.

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