

# Sequencing in art & design

For information about Art & Design CPD Teacher Training & Support from Paul Carney, visit his website

https://www.paulcarneyarts.com/art-training-courses



# Sequencing Skills: Drawing









Typically, from age 2 or 3 upwards

#### Typically, from EYFS upwards

Around Year 2 or 3

Usually, upper KS2 or early KS3

#### **Around KS3**

#### Grip

- Learning basic geometry drawing circles, squares, triangles, X-shape.
- •Making marks.

Draw shapes

# Combine shapes

- Create more sophisticated forms by drawing & combining basic shapes.
- Mark Making as expression & gesture.

- Development of Spatial Order: Scale, orientation, depth of field.
- Extending & developing mark making potential.
- Experimenting with other forms of drawing.

Spatial Order

#### Emerging

- Emerging ability to represent three dimensions on flat surface.
- Increased knowledge of abstract mark making forms.
- Building understanding & confidence in a range of drawing approaches.

- Developing ability to depict perspective, measurement & ratio.
- Extending mark making into abstraction techniques using a range of media.
- Developing preferred style of drawing from a range of contemporary & traditional styles.

Controlled

# Sequencing Skills: Tonal Shading



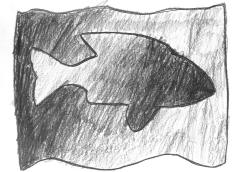




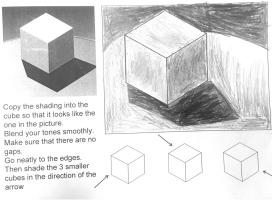


- Holding a pencil with shading grip
- Applying tone in smooth, neat layers to edges
- Essentially this is learning 'colouring in' techniques

Shade flat shapes









- Shade from light to dark
- Shading 2D forms from light to dark, smooth, blended tones

• Begin with cubes, then cylinders then spherical shapes

> Shade geometric 3D shapes

Observation of how light affects form

 Change of light direction, shadows

 Being able to recognise & replicate tonal form from direct observation

> **Shading from** Observation

Typically, from age 3 upwards but some never master this.

Typically, from year 1 upwards

Around Year 3 or 4 to Year 6 or 7

**Usually, Key Stage 3** 

Typically, begins in Year 8 but only a minority achieve this

# Sequencing Skills: Painting











- Control: Grip. Applying paint to surfaces
- Technique: Using range of paints, tools & surfaces
- Formal Elements:
  Colour, Line, Texture

**EYFS** 

#### Key Stage 1

- Control: Developing grip.
  Directional brush strokes. Creating basic shapes & forms.
- Technique: Developing understanding of behaviours & properties of paints, tools & surfaces
- Formal Elements: Mixing & applying colour. Using line to create forms. Creating texture & patterns.

- Control: Controlling brush to paint lines & shape areas. Using different paint & tools for purpose.
- Technique: Widening understanding of behaviours & properties of paints, tools & surfaces to create effects & styles.
- Formal Elements: Mixing & applying more complex colours. Using more sophisticated line to create detailed forms. Creating texture & patterns for purpose & intentions. Creating light & dark tones.

Lower KS2

## Upper KS2

- Control: Controlling brush to paint complex forms and shapes. Using different paint & tools for increased range of purposes.
- Technique: More sophisticated understanding of behaviours & properties of paints, tools & surfaces to create effects & styles.
- Formal Elements: Mixing & applying sophisticated colours in different scenarios. Using line to describe complex forms.
   Creating texture & patterns for increased purpose & intentions. Basic understanding of creating light & dark tones.

- Control: Using brush in different ways to paint sophisticated forms and shapes.
   Understanding how paint & tools can be used for wide range of purposes.
- Technique: Developed understanding of behaviours & properties of a range of paints, tools & surfaces to create effects & styles.
- Formal Elements: Mixing & applying increasingly colours to intentions. Using line to describe sophisticated forms. Applying texture & patterns for range of purpose & intentions. Developing understanding of different ways of creating light & dark tonal areas.

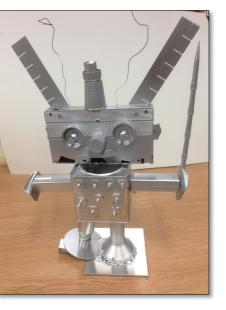
Key Stage 3

# Sequencing Skills: Sculpture











- Construction: Cutting & folding, construct 3D forms.
- Modelling: develop holding, gripping, pinching, squeezing & other fine motor skills.
- Removing: Drawing lines, shapes and patterns into
- Assemblage: Joining found forms.

**EYFS** 

#### Key Stage 1

- Construction: Cutting & folding paper, card. Using materials to construct 3D forms. Weaving, sewing.
- Modelling: soft materials to intentions to develop pinching and squeezing fine motor skills.
- Removing: Engraving and hollowing lines, shapes.
- Assemblage: Joining found forms such as boxes and cartons to make sculptures.

- Construction: Making sculptures using cutting and folding techniques. Construct 3D forms using a variety of materials. Sewing & Weaving.
- Modelling: Moulding wire, clay or modelling materials to make sophisticated shapes and forms.
- Removing: Engraving and carving into soft materials.
- Assemblage: Adapt and manipulate found forms such as boxes and cartons to design & make sculptures.

Lower KS2

## Upper KS2

- Construction: Making card and paper sculptures using sophisticated techniques. Construct 3D forms using a variety of materials. Develop skills in sewing, weaving or knitting.
- Modelling: Manipulate wire, clay or modelling materials to create designed forms.
   Removing: Engrave and carve designs and
- Assemblage: Adapt and manipulate forms to predesigned intentions. Paint and finish these forms.

- Construction: Making complex card and paper sculptures using paper engineering, folding, scoring.
   Construct 3D forms. Make relief sculptures. Develop skills in sewing. Apply other textile skills to intentions.
- Modelling: Manipulate wire, clay or modelling materials to create designed forms.
- Removing: Engrave and carve more complex designs.
- Assemblage: Adapt and manipulate found & recycled forms such as boxes and packaging. Paint and finish these forms to a good standard.

Key Stage 3



# Sequencing Creativity

- Offer 2 or 3 materials for the pupils to select from
- Provide alternative artist sources
- Play & Imaginary stimuli

**Creative Choice** 

Typically, from Reception through KS1

# Extend Creative Choice

- Increase the range of materials
- Offer a greater range of artist sources to select from
- Play, imagination, experimenting, resilience

Typically, from start of KS2

- Pupils increasingly work to own strengths & preferences
- Understanding meaning from artist sources.
- Incorporate greater range of critical thinking skills; Play, Imagination, problem solving, experimenting etc.

Independence & challenge

**Around Year 5 upwards** 

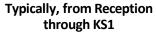
# Symbolism & metaphor

- Producing work using non-literal ideas: symbolism/metaphor.
- Applying meaning from artist sources to own work.
- Learn how to develop more sophisticated, original outcomes and idea development.

Usually, upper Key Stage 2 or 3

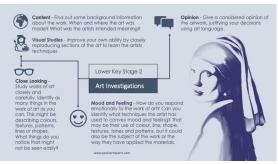
# Sequencing Theoretical & Disciplinary Knowledge





- Content basic facts & information
- Close looking studying, identifying
- Mood & Feeling emotions conveyed
- Opinion expressing
- Recording aspects of artwork
- Language basic terminology

Foundation



Typically, from start of KS2

# Beginner

- Content Identifying facts & information from provided sources
- Close looking Describing, identifying
- Mood & Feeling basic formal elements
- Opinion expressing & justifying
- Recording interpreting aspects of artwork & extracting knowledge
- Language developing terminology



**Around upper KS2 to KS3** 

- Content Finding facts & information from multiple sources
- Close looking Describing, identifying
- Formal elements understanding use & application
- Opinion expressing & justifying
- Recording studying artwork, extracting & applying knowledge
- Language progressing terminology
- Meaning identifying meaning & implications



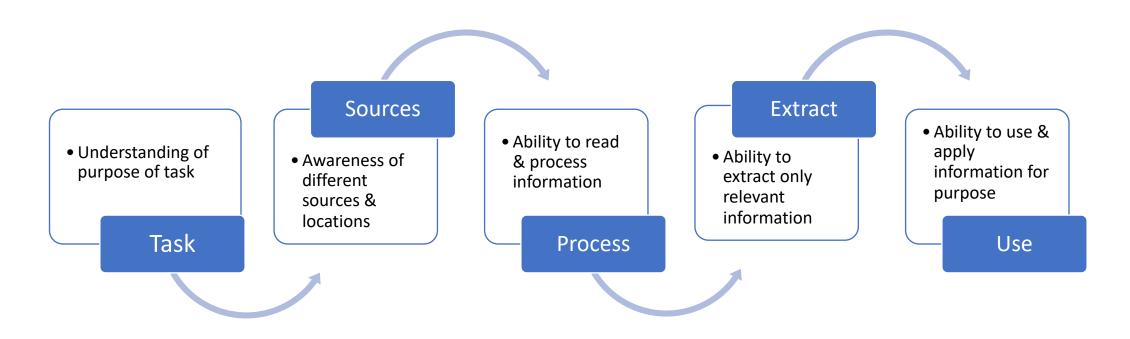


Upper Key Stage 3 into Key Stage 4

## Higher

- **Content** Finding facts & information from multiple sources
- Process how the art was made, techniques used
- Formal elements how has artist applied them
- Opinion considered & justified
- Recording studying artwork, extracting & applying knowledge to own work
- Language advancing terminology
- Meaning applying meaning & implications

# Sequencing Research Skills



- Tasks will vary in complexity, length and expectation.
- Student should be clear about what is expected and what outcomes of research should look like; what format, how much, when by.
- May be books, images, websites, journals etc.
- Does the student know how to locate & qualify the source?
- Dependent on reading age.
  Is the information able to be read and decoded by the learner?
- Can the student extract only relevant information, then process that into a suitable format.
- Do they show an understanding of the source and translate that into own written & visual language?
- How does the student apply what they have learned?
- How does it inform future practice?

# Stages of Experiential Learning

Experiential learning focusses on the process of making art, rather than highlighting quality of outcomes. In a practical subject such as art, we can gain knowledge through exploring & experimenting. Motivation to learn is of importance for this type of learning. Teachers are facilitators, directing learning experiences, rather than top-down instructors. Reflection is a crucial part of the experiential learning process.

#### Open

#### Typically, EYFS

Characterised by: Playful, instinctive, & fearless making that is intrinsic, emotional, & often arbitrary.

Teach through: Directed play, structured self-exploration of selected materials & media on loose themes, and sensory activities. Oral articulation of personal intent and to express feelings/emotions. Teachers should not attempt to define concrete outcomes or imply literal responses.

These stages are my own work based on personal experience and research. For further study of experiential learning & learning by doing, follow the link.

#### **Awareness**

#### Typically, KS1

Characterised by: Playful & instinctive making, but becoming more aware of external influences, codes & conventions, and own intentions. Art is still made tacitly but now more considered. Evidence of unorthodox combinations of media that is exploratory & inquisitive.

Teach through: Introduction of wider range of materials, more controlled play, structured self-exploration of self-selected materials & media on focussed themes. Provide sensory activities and opportunities for oral articulation of personal intentions, feelings & emotions. Teachers should guide pupils into self-discovery and own responses without stipulating concrete outcomes.

## Meaning

#### Around upper KS1 to KS2

Characterised by: A growing awareness of symbolic codes & conventions when representing thoughts and ideas, which is ingrained culturally. However, pupil's actual making often pertains to memories & experiences, and can be gestural, verbal & multisensory. Storytelling through making is clearly evident.

Teach through: Providing a diverse range of sensory art stimuli and starting points with open outcomes. Encourage non-literal, abstract responses to overcome the reliance on symbolism. Teachers should facilitate learning through loosely structured activities that focus on process & engagement.

### **Symbolic**

## Upper Key Stage 2 into Key Stage 3

Characterised by: Use of media is more considered. There is evidence of increased complexity, greater attention to detail & spatial organisation. Making employs a growing repertoire of prior experiences to draw on and resolve problems. Tendency to resort to cultural, symbolic iconography to describe thoughts and intentions. There may be increased anxiety about correctness.

Teach through: Providing creative choice over materials, techniques and artist sources. Activities should be structured but open ended, with personal exploration & the process as the primary focus rather than the outcome. Raise the profile of abstract methods of working.

#### **Persistent**

## Upper Key Stage 3 into Key Stage 4

Characterised by: There are strong preconceptions that art is linked to 'ability'. Success within the domain is viewed as being made up of concrete, inert outcomes, rather than through process. As a result, there is often a reluctance, or anxiety about working outside of familiar parameters. Persistent practice is needed to overcome these barriers.

Teach through: Building motivation & confidence. Providing greater creative choice over materials, techniques and artist sources. Activities should be process-led and even more open ended & challenging, with personal exploration as the primary focus rather than the outcome. Raise the profile of abstract methods of working.

### **Actualising**

## Typically, Key Stage 4 into Key Stage 5

Characterised by: A selfactualising, confident phase which begins to emerge for those that have persisted with the techniques. There are usually favoured mediums for exploration, but a greater conviction and sureness is evident in the experimental stage.

Teach through: Provide personal choice over materials, techniques and artist sources. Activities should begin from starting points, be challenging & open ended, with personal exploration and abstraction integral ways of working.



# Evidence of Impact

- Increased Skills
- Greater knowledge via increasingly sophisticated language
- Observed behaviours
- Increased selfregulation
- Supporting each other in the learning process