

Pupil Progression of Vocabulary in Art

The table below outlines the vocabulary students should be using in lessons as part of their learning progression. Older year groups should revisit 'taught' vocabulary as well as introducing new terminology. Vocabulary is separated into the teaching strands drawing, painting and sculpture and should be highlighted within unit planning.

	Drawing	Painting	Sculpture
REC	 Colour (Specific) marks line space pattern grip 	 colours (Specific) mix sweep stroke brush-strokes 	 wet dry cut bumpy texture smooth shiny rough flat
Y1/2	 thin thick comic-strip soft comparison direction broad shade fine hard shape detail smudge smudge 	 Primary Colours Secondary colours light thick dark thin colour wash tone pointillism warm stipple cold pop art shade (of-colour) flick print 	 surface model construct fold curve bend form attach clay impress statue statue material jagged flaky tructure construct curve clay impress shape textures jagged sizes thin/narrow
Y3/4	 frame still life landscape position stipple proportion direction cross-hatch observe portrait form tone weight pressure 	 natural abstract background foreground urban bold townscape delicate seascape colours E.g. emerald / scarlet middle- ground stencil trural urban townscape seascape transparent opaque horizon 	 mold absorb 2D 3D carve viewpoint natural form shape perspective Materials e.g. tiles, brick, slate, wood, stone, metal, bronze, iron.
Y5/6	 viewpoint distance angle expression perspective birds-eye alter modify interior exterior natural form panorama point vanishing point horizon line scale 	 traditional representational imagery modern abstract impressionist scraped intense over-lap still-life inanimate arrangement middle-ground stipple hatch 	 realistic proportion surface- texture balance scale composition structure pliable hollow solid