




Art and Design Progression



Vision: To teach children to love, learn and live as a global citizen in an ever-changing world.

Throughout the art curriculum pupils will learn to:


- Appreciate, interpret and explain how art has changed over time and continues to change today.
- Explore how creative skills and imagination are expressed and applied through a range of different materials whilst studying a range of artists' styles and techniques.
- Gain the **knowledge**, confidence, proficiency and skill to express their own ideas in a range of artistic styles and materials.
- Look at how past artists have left a **legacy** for us to be able to explore different styles and techniques.
- Explore and interpret how women have influenced art as they study art history and look at **equality**.
- Explore how artists are using **sustainable** materials.





Substantive concepts:	Line	Tone	Colour	Pattern	Texture	Shape	Form	Space
	EYFS	Key Stage 1			Lower Key Stage 2		Upper Key Stage 2	
	Early Learning Goal: Expressive Arts and Design <ul style="list-style-type: none">To safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.Share their creations, explaining the process they have used.	<ul style="list-style-type: none">To use a range of materials creatively to design and make products.To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.			<ul style="list-style-type: none">To create sketch books to record their observations and use them to review and revisit ideas.To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay] used by great artists, architects and designers in history.			
United Development Goal and link:		Women feel valued and empowered to do whatever they have a passion to do.						
United Development Goal and link:		Overcome barriers to ensure an equal opportunity for all						
		Effective use of recycled materials in order to reduce waste						
	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6	
Developing Ideas: Disciplinary Knowledge:	<ul style="list-style-type: none">Observe talk about what they have produced, describing simple techniques and materials used.	Know how to use a sketchbook to: <ul style="list-style-type: none">Start to observe, record and explore simple ideas.Record information on interpreting colour mixing through the colour wheel and colour spectrums.	Know how to use a sketchbook to: <ul style="list-style-type: none">Plan and explore simple ideas.Observe and collect textures and patterns that will be used in their work.Begin to suggest improvements to own	Know how to use a sketchbook to: <ul style="list-style-type: none">Observe, record and explore material and experiment with these.Plan, collect and record source material for future works.Express feelings about a subject.	Know how to use a sketchbook to: <ul style="list-style-type: none">Observe, collect and record visual information from different sources.Plan, trying out ideas.Plan colours and collect source material for	Know how to use a sketchbook to: <ul style="list-style-type: none">Plan through drawing and other preparatory work.Plan how to join different materials together.Begin to explore possibilities, using and combining different styles	Know how to use a sketchbook to: <ul style="list-style-type: none">Collect and record visual information from different sources as well as planning and collecting	

			work.	<ul style="list-style-type: none"> • Make notes about techniques used by artists. • Annotate ideas for improving their work. • Try ideas and start to refine them. 	<p>future works.</p> <ul style="list-style-type: none"> • Express likes and dislikes through annotations. • Adapt and improve original ideas as they progress. • Keep notes to indicate their intentions/purpose of a piece of work. 	<p>and techniques.</p> <ul style="list-style-type: none"> • Keep notes which consider how a piece of work or a technique may be developed further. • Collect and record visual information from different sources as well as planning, trying out ideas and changing techniques. • Plan colours and collect source material for future works. • Adapt work as and when necessary and explain why. 	<p>source material.</p> <ul style="list-style-type: none"> • Annotate work in sketchbook. • Use the sketch book to plan how to join materials and how their work will develop at each stage. • Select own images and starting points for work. • Comment on and give an opinion on artwork with a fluent grasp of artistic/visual language.
Drawing: Disciplinary/substantive knowledge	<ul style="list-style-type: none"> • Enjoy using mark making tools, fingers, hands, chalk, pens and pencils. • Know how to hold different tools correctly. • Know how to use and begin to control a range of materials. • Draw on different surfaces to form lines. • Form lines of different thickness. • Start to produce different patterns and textures from observations and imagination. • Develop drawing to build on fine motor skills and hand and eye coordination. 	<ul style="list-style-type: none"> • Experiment with mark making using a variety of materials: pencils, crayons, pastels, charcoal, pen, chalk. • Begin to know how to control the types of tools they use to form marks and tone through techniques such as hatching, scribbling and stippling. • Begin to know how to control lines to create simple drawings from observation. Sketch and form simple shapes for objects. • Position objects or a group of objects on a piece of paper. Thinking about the space on the page. • Draw on different surfaces with a range of materials. • Sketch thinking about the size and shape of the object. 	<ul style="list-style-type: none"> • Know how to draw objects on a smaller or larger scale. • Know how to position an object/s on a piece of paper for effect (using guide marks for the top/bottom/edge of the drawing). • Know when to choose to use dots, hatching, scribbling, stippling or lines to show texture or pattern when sketching a group of objects. • To know what is meant by the terms hatching and cross hatching when adding shading to a drawing. • Start to use a grid to support completing a shape or copying an artist's work. 	<ul style="list-style-type: none"> • Know how to develop intricate patterns/marks/shape/form with a variety of materials. • Know the different grades of pencils (HB, 2B, 4B) and what effect the different pencils can have when creating shading. • Identify interesting aspects of objects as a starting point. • Know how to use shading to show light, shadow form and shape. • To begin to know how to draw a face using proportion. • Begin to indicate facial expressions in drawings. • Know how to use a grid to support completing a portrait. 	<ul style="list-style-type: none"> • Know how to sketch the shape outline of the object lightly before confirming detail with a different grade of pencil. • Draw for a sustained period of time at an appropriate level. • Experiment with different grades of pencil and other implements to achieve variations in tone and make marks on a range of media. • Know how to develop simple perspective in their work using a single/double focal viewpoint. Have opportunities to develop further by adding a horizon. 	<ul style="list-style-type: none"> • Work in a sustained and independent way to create a detailed drawing. • Develop a key element of their work such as line, shading, pattern, texture. • Use different techniques for different purposes i.e. shading, hatching within their own work to create line, shape, form. • Start to develop their own style using tonal contrast and mixed materials. • Know how to draw a figure in proportion. • Know how to show movement within figure drawings. • Develop an awareness of composition, space, scale and proportion in their drawings. 	<ul style="list-style-type: none"> • Work in a sustained and independent way to develop their own style of drawing. • Know how to use different techniques for different purposes i.e. shading, hatching within their own work, which works well in their work and why. • Draw with an awareness of composition, scale and proportion in their drawings. • Have opportunities to develop further drawings featuring the third dimension and perspective. • Know the artist

							<p>Escher and name and describe his work and style.</p> <ul style="list-style-type: none"> Understand how artists use viewpoints, shading, tone, pattern, line to create optical illusions.
<p>Outcomes:</p>	<p>Children will observe, identify and draw simple shapes to represent objects observed in the world around them. They will know how to interpret an image using materials and mark.</p>	<p>Pupils will create a still life picture of fruit. They will use mark making to interpret and represent pattern and texture.</p> <p>Observe still life: Fruit with different textures and patterns</p>	<p>Pupils will complete a pencil drawing of one of Giuseppe Arcimboldo 1522 portraits. Pupils can explore his style and how he interprets his work through covering the whole image with fruit.</p>	<p>Pupils will draw faces to scale using: grids and proportion. Half and half faces</p> <p>Use artist John Bramblitt A blind artist. As a stimulus for the pupils.</p>  <p>Equal opportunities for disabled people to be respected as artists.</p>	<p>Pupils will draw 3-D objects whilst studying viewpoints. Perspective drawing 1 Perspective drawing 2</p> <p>1 viewpoint 2 viewpoints Draw boxes looking at direction of light for shading and use of different pencils to establish this.</p> <p>Pupils to create an image of a 3D box sculpture using 2 points of perspective. Pupils to apply viewpoint skills by drawing a street with a view point.</p> <p>Look at the work of Stephen Wiltshire</p>  <p>Equal opportunities for disabled people to be respected as artists.</p>	<p>Pupils will draw a range of figures. They will watch videos of figures moving (slowed down). They will study</p> <p>Figures in movement: Edgar Degas 1834- 1917 Pencil ballerina drawings They will study and draw a figure moving.</p> <p>How to draw figures in proportion</p> <p>Drawing movement</p> <p>They will produce a drawing of a figure moving.</p>	<p>Pupils will explore illusion through studying:</p> <p>Escher 1898-1992 Following works: Day and night Infinite world Waterfall Drawing hands</p> <p>Life and work Reptiles</p> <p>Look at how the artist has used viewpoints, shading, line, tone to create illusions.</p> <p>Pupils will plan and prepare a drawing using illusion.</p>
<p>Painting:</p> <p>Disciplinary/substantive knowledge</p>	<ul style="list-style-type: none"> Enjoy using a variety of tools including different sized brushes and tools, i.e. sponge brushes, fingers, twigs. Know and name the primary colours being used. Explore working with paint on different surfaces and indifferent ways. Explore what happens 	<ul style="list-style-type: none"> Experiment with paint using a range of tools, e.g. different brush sizes, hands, feet, rollers and pads. Begin to show control over the types of marks made with a paint brush. Stippling, different brush strokes. Know different size brushes will give 	<ul style="list-style-type: none"> Begin to control the types of marks made in a range of painting techniques e.g. layering, mixing media, and adding texture. Know and understand the colour wheel. Be able to mix all the secondary colours using primary colours confidently. Mix colours for a warm or 	<ul style="list-style-type: none"> Use a range of brushes to demonstrate increasing control over the types of marks made and experiment with different effects and textures including blocking in colour, washes, thickened paint creating textural effects. Know and understand how to make tints using white and tones by adding black to make darker and lighter shades. Build confidence in 	<ul style="list-style-type: none"> Know how to control marks made and how to achieve different effects and textures including blocking in colour, washes, thickened paint creating textural effects. Begin to choose appropriate materials to work with. 	<ul style="list-style-type: none"> Confidently control the types of marks made and experiment with different form, effects and textures inc. blocking in colour, washes, thickened paint creating textural effects. Mix and match colours to create atmosphere and light effects. Mix colour, shades and tones with confidence building 	<ul style="list-style-type: none"> Work in a sustained and independent way to develop their own style of painting. This style may be through the development of form, colour, tone and shade. Purposely

	<p>when they mix colour.</p> <ul style="list-style-type: none"> • Know what a cave painting is, who made them and why. 	<p>different thickness of lines.</p> <ul style="list-style-type: none"> • Paint on different surfaces with a range of media. • Know and name the primary colours and mix secondary colours from these. • Know how to mix and identify warm and cold colours from the primary and secondary colours. 	<p>cold feeling.</p> <ul style="list-style-type: none"> • Know how to choose and use a suitable brush to produce appropriate marks e.g. a small brush for small marks. • Demonstrate control over the types of marks made with a range of media such as crayons, pastels, felt tips, charcoal, pen, chalk. 	<p>creating shades of the same colour.</p> <ul style="list-style-type: none"> • Be able to start and develop a painting from a drawing. • Know which brush and effect to use for the mark/image being painted. • Know the baroque style and be able to explain this (use of tones/hints/dark colours for different effects including emotions and tension). 	<ul style="list-style-type: none"> • Know how to use light and dark within painting. • Mix colour, shades and tones with increasing confidence. • Work in the style of a selected artist (not copying). • Know how to paint using perspective. • Know how Van Gogh's style of painting changed over time (focus on landscape paintings). • Know and name some paintings by Van Gogh. • Know when the impressionism period started and ended. 	<p>on previous knowledge.</p> <ul style="list-style-type: none"> • Start to develop their own style using tonal contrast and mixed materials. • Know when the style cubism first appeared and where it started. • Be able to draw and paint a figure in the style of cubism. • Know when the cubism period started and ended. • Know some artists who influenced cubism. 	<p>control the types of marks made and experiment with different effects and textures including blocking in colour, washes, thickened paint creating textural effects.</p> <ul style="list-style-type: none"> • Mix colour, shades and tones with confidence building on previous knowledge. • Understand what works well in their work and why. • Know how to use perspective when drawing and painting landscape.
Outcomes:	<p>Children produce a cave painting linked to something personal to them.</p> <p>Cave paintings 30,000BC</p>	<p>Pupils will study a piece of Roman art and the artist Caravaggio. Plot this art on a timeline compared to the cave paintings they looked at in Reception. Look at how the art work is different and similar.</p> <p>The pupils will build on their pencil drawings and start to add colour. They will then produce this as a still life painting.</p> <p>Still Life: Romans 1st Century Pompeii Caravaggio 1599</p>	<p>Pupils will study Giuseppe Arcimboldo. Plot this artist on a timeline compared to the cave paintings in Reception and Romans/Caravaggio in Year 1. Look at how the art work is different and similar.</p> <p>Children will produce a painting in the style of Giuseppe Arcimboldo.</p> <p>Still life to create portraits: Giuseppe Arcimboldo 1522 -1593</p>	<p>Look at the following artists. The pupils will gain knowledge of the baroque movement (1600 – 1750). When this occurred and why. They will then study 'Girl with a Pearl Earring' and compare this to two modern (disabled) artists. Look at how the use of materials has changed over time and how the artists' styles are different (e.g. perspective, use of colour, texture).</p> <p>Baroque: Girl with a Pearl earring Johannes Vermeer 1665</p> <p>Modern day artists: John Bramblitt Mariusz Kedzierski</p>	<p>Study how Van Gogh's style has changed over time (impressionism) with a focus on vanishing points and perspective and landscapes: 1882 onwards 1885 - 1990</p> <p>Pupils look at Van Gogh's Bulb Fields 1883. Explore the use of tone, texture, perspective. Pupils to reproduce the image.</p> <p>Pupils will create a landscape scene using their previous knowledge of viewpoints. Use</p>	<p>Pupils will study cubism 2D-3D Carlo Carrà - 1881-1966 (red horseman 1913)</p> <p>Marcel Duchamp 1889-1968 (lady down the stairs)</p> <p>Natalia Goncharova 1889- 1962</p> <p>They will use their figure drawing and produce a painting using the cubism style.</p>	<p>Pupils will explore how Escher added colour to his illusions. They will then plan and add colour to their illusion drawings.</p> <p>Colour could be added using any medium.</p>

				 <p>Equal opportunities for disabled people to be respected as artists.</p> <p>Pupils will complete a portrait of a face using paint in a Baroque style and a modern style for comparison using proportion skills.</p>	their developing skills and style linked to pencil drawing (texture, detail, composition).		
Mixed Media: Disciplinary/substantive knowledge	<ul style="list-style-type: none"> Enjoy using a variety of malleable media such as papier-mache, salt dough. Cut shapes using scissors and other modelling tools. Build a construction/ sculpture using a variety of objects. Enjoy playing with and using a variety of textiles and fabric. Use appropriate language to describe colours, media, equipment and textures. Create images through collage using pictures and recycled materials. Know what collage is. Know who Natasha Kerr is. Know that art can be made from recycled materials. 	<ul style="list-style-type: none"> Experiment in a variety of malleable media such as, papier-mache, salt dough, cardboard. Shape and model materials for a purpose (e.g. animal face sculptures). Impress and apply simple decoration techniques, including painting. Use tools and equipment safely and in the correct way. Experiment with how objects can be connected together to form simple structures. Know how to make a sculpture. Know who Tricia Griffiths is and that she is an artist who sculpts. 	<ul style="list-style-type: none"> Develop experience in choosing the correct material to represent surface patterns/textures and use them when appropriate. Investigate textures and use line and tone in collage to consider shape, shade, pattern and texture. Express links between colour and emotion through the use of collage. Know how to use paper to create a collage. Know who Megan Coyle is and explain her style. Explore how Megan used colour and tone in her images. Know how recycled paper can produce a collage. 	<ul style="list-style-type: none"> Use equipment and mediums with confidence to create a structure. Begin to show an awareness of objects having a shape and a third dimension and perspective. Learn to secure work to continue at a later date. Know how to join two materials successfully. Construct a simple base for extending and modelling faces. Understand and know how to work in relief. Explore and develop the use of a range of mediums such as papier-mache, wire, mod rock and clay. 	<ul style="list-style-type: none"> Mix materials, rough and smooth, plain and patterned. Explore the use of materials to be used through interpretation. Know how to use a range of materials and develop awareness of the use of textiles to create texture, pattern, shape and depth. Demonstrate experience in combining and arranging materials to create an image with depth. Continue to gain experience in combining textures to create depth of colour. Study different artists looking at style and use of colour and texture. Know some artists who work in collage. 	<ul style="list-style-type: none"> Know how to combine different materials to produce an end piece. Be able to create a 3-D free-standing structure using a variety of materials and objects. Use recycled, natural and manmade materials. Combine a range of skills and materials studied so far. Demonstrate experience in the understanding of different ways of finishing work: glaze, paint, polish. Look at different ways of making different forms (cube etc. link to DT). Know how to plan, design and create a cubism image as a 3-D model. Know and be able to explain how Omar Aquil recreates works for the cubism period. 	<ul style="list-style-type: none"> Use chosen media for purpose and style. Recognise sculptural forms in the environment. Land mark (Angel of the North). Confidently create a simple human abstract form using wire, clay, papier-mache Solve problems as they occur. Use language appropriate to skill and technique. Demonstrate experience in freestanding work using a range of media. Use knowledge of figure drawing to design sculpture.

							<ul style="list-style-type: none"> Know who Anthony Gormley is and describe his work.
Outcomes:	<p>Collage Natasha Kerr</p> <p>Children to create images that represent themselves or their family using pictures and recycled materials</p>  <p>Effective use of recycled materials in order to reduce waste.</p>	<p>Sculpture Tricia Griffith</p> <p>Pupils will create a 3D animal face sculpture. Use Tricia Griffith's work as stimulus.</p>	<p>Collage Megan Coyle Painting with paper.</p> <p>Pupils will design and create a collage made from recycled paper.</p> <p>Use recycled paper from magazines to find the right colour/patterns to create depth and colour in their collage pieces.</p>  <p>Effective use of recycled materials in order to reduce waste.</p>	<p>Sculpture Burt Simon Lionel Smit Mindy Alper</p> <p>Creating faces out of different mediums.</p> <p>Use knowledge of perspective linked to drawing a face to plan and produce a 3-D sculpture of a face. They can use a range of mediums such as papier-mache, wire, mod rock, clay, cardboard.</p>	<p>Collage Jane Perkins- artist in Found materials Jeannie Baker - Window</p> <p>Pupils to create a collage of the view from their window combining a range of materials such as paper, wool, textiles and found objects.</p> <p>Use artists Jeannie Baker and Jane Perkins as stimulus. Look at and explore their different use of materials for effect.</p>  <p>Effective use of recycled materials in order to reduce waste.</p>	<p>Sculpture Omar Aquil – represented 6 Picasso 3D cubism paintings into sculptures. Pupils to study his work for inspiration and ideas.</p> <p>Pupils to create a 3D model/ representation of one of the cubism pictures studied in the painting unit.</p> <p>Pupils to combine a range of materials and skills learnt such as cardboard, clay, junk modelling, papier-mache, wire etc. To produce 3-D model.</p>  <p>Effective use of recycled materials in order to reduce waste.</p>	<p>Sculpture Antony Gormley Angel of the North</p> <p>Pupils to create a 3D free standing structure of an abstract figure.</p> <p>Pupils to choose their own style and medium to do this</p> <p>Pupils can use their figure drawing skills when planning and designing their sculpture.</p>
Digital Art:	<ul style="list-style-type: none"> Know how to take a self-portrait or a photograph. Know how to interact with technology within the learning space and use it creatively and artistically. Begin to know how to share their creations and explain the process they have used. Start to use a simple painting program to explore tools and effects that can be made. 	<ul style="list-style-type: none"> Know how to use a digital camera including features such as zoom and crop. Know how to use a simple paint program to create a picture, use tools like fill and specific brushes to achieve desired effect. Know how to save and reopen their work, and how to edit/improve their image. Know how to print their work. 	<ul style="list-style-type: none"> Within a paint package, know how to manipulate images (rotate, change in size, align) to represent a portrait (linked to Guiseppe). Begin to understand animation using simple package. Know how to use printed images taken with a digital camera and combine them with other media to produce art work. 	<ul style="list-style-type: none"> Know how to create a piece of art which includes integrating a digital image they have taken. Know how to take a photo from an unusual or thought-provoking viewpoint Know how to use a simple graphics package to create images and effects with lines by changing the size of brushes in response to ideas, use gradient tools to produce desired effect, eraser, shape and fill tools. Know how to take photographs and explain their creative vision. 	<ul style="list-style-type: none"> Know how to scan an image or take a digital photograph and use software to alter it, adapt it, animate it and create work with meaning. Know how to compose a photo with thought for textural qualities, light and shade. Know how to combine graphics and text to produce effective artwork. Know how to use tile and drop tool to create a background or wall paper. 	<ul style="list-style-type: none"> Know how to combine a selection of images using digital technology considering colour, size and rotation. Know how to create shapes by making sections to cut, duplicate and repeat – linked to cubism. Know how to create digital images with animation and incorporate sound to communicate their ideas. 	<ul style="list-style-type: none"> Know how to create a piece of digital art, which can be used as part of a wider presentation and project. Know that a digital image is created by layering, and create layered images from original ideas. Know how to combine graphics and text from commercial design to influence the layout and impact of their artwork.


Respond, interpret and analyse art throughout time:

Disciplinary knowledge

<ul style="list-style-type: none"> Look and talk about what they have produced, describing simple techniques and media used. Explore how image is used to depict every day events in 3000BC. Interpret artwork by telling us what you see- shape, content and recognizable objects. 	<ul style="list-style-type: none"> Explore two different images over time of still life. Describe the differences and similarities between different practices and disciplines, and make links to their own work. Add simple annotations to capture ideas. Explore art as a visually pleasing/decoration. Interpret artwork and an artist's style – use of colour, pattern, texture, choice of context and shape, choice of placement on the page. 	<ul style="list-style-type: none"> Continue to explore the work of a range of artists, craft makers and designers, making comparisons and describing the differences and similarities and making links to their own work. Express thoughts and feelings about a piece of art. Reflect and explain the successes and challenges in a piece of art created. Explain how a piece of art makes them feel – link to emotions. Identify changes they might make or how their work could be developed further. Interpret artwork and artistic style - use of colour, shading, pattern and tone, choice of content and placement of items. 	<ul style="list-style-type: none"> Continue to explore the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work Discuss own and others' work, expressing thoughts and feelings, and using knowledge and understanding of artists and techniques. Respond to art from other cultures and other periods of time. Interpret artwork and artistic style - use of colour for mood, space and expression, shading and tone, pattern, choice of content and placement of items. 	<ul style="list-style-type: none"> Discuss and review own and others' work, expressing thoughts and feelings, and identify modifications/ changes and see how they can be developed further. Begin to explore a range of great artists, architects and designers in history. Interpret artwork and artistic style - looking at changes in style over time and use of colour, space, pattern for expression. Explain what is meant by the term impressionism 	<ul style="list-style-type: none"> Recognise the art of key artists and begin to place them in key movements or historical events. Discuss and review own and others' work, expressing thoughts and feelings, and identify modifications/ changes and see how they can be developed further. Identify artists who have worked in a similar way to their own work. Explore a range of great artists, architects and designers in history. Compare the style of different artistic styles and approaches. Explain how impressionism moved to cubism. Analyse how the artist has used line, pattern, space, form and shape to represent an image. 	<ul style="list-style-type: none"> Discuss and review own and others' work, expressing thoughts and feelings and explaining their views. Identify artists who have worked in a similar way to their own work. Explore a range of great artists, architects and designers in history. Explore optical illusions and the use of shading and mark making to create texture, form, space, pattern and depth. Explore how the role of women has changed throughout the history of art and is there still more to do?
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Equal opportunities for disabled people to be respected as artists.

							 <p>Women feel valued and empowered to do whatever they have a passion to do.</p>
Historical and cultural development of art:	Cave paintings 30,000BC	Still Life: Romans 1 st Century Pompeii Caravaggio 1599	Still life to create portraits: Giuseppe Arcimboldo 1522 -1593	Compare Baroque portraits with modern artists (disabled): Johannes Vermeer 1665 John Bramblitt Mariusz Kedzierski	Study how Van Gough's style has changed over time (impressionism) with a focus on vanishing points and perspective and landscapes: 1882 onwards 1885 - 1990	Cubism 2D-3D 1907 - 1920 Carlo Carra- 1881-1966 (red horseman 1913) Marcel Duchamps 1889-1968 (lady down the stairs) Natalia Goncharova 1989- 1962 Figures in movement: Edgar Degas 1834- 1917 Pencil ballerina drawings	Escher 1898-1992 Stephen Wiltshire