

ART AND DESIGN SKILLS PROGRESSION

	YEAR 1/2	YEAR 3/4	YEAR 5/6
<p>EXPLORING AND DEVELOPING IDEAS EVALUATING AND DEVELOPING WORK</p>	<p>Record and explore ideas from first hand observations</p> <p>Ask and answer questions about the starting points for their work</p> <p>Develop their ideas – try things out, change their minds</p> <p>Explore the work of artists, craftspeople and designers from different times and cultures for differences and similarities</p> <p>Review what they and others have done and say what they think and feel about it.</p> <p>Identify what they might change in their current work or develop in future work</p>	<p>Select and record from first hand observation, experience and imagination, and explore ideas for different purposes.</p> <p>Question and make thoughtful observations about starting points and select ideas to use in their work.</p> <p>Explore the roles and purposes of artists, craftspeople and designers working in different times and cultures.</p> <p>Compare ideas, methods and approaches in their own and others’ work and say what they think and how they feel about them.</p> <p>Adapt their work according to their views and describe how they might develop it further.</p> <p>Annotate work in sketchbook</p>	<p>Select and record from first hand observation, experience and imagination, and explore ideas for different purposes.</p> <p>Question and make thoughtful observations about starting points and select ideas to use in their work.</p> <p>Explore the roles and purposes of artists, craftspeople and designers working in different times and cultures.</p> <p>Compare ideas, methods and approaches in their own and others’ work and say what they think and feel about them.</p> <p>Adapt their work according to their views and describe how they might develop it further.</p> <p>Annotate work in sketchbook.</p>

DIGITAL MEDIA

Explore ideas using digital sources
i.e. internet, CD-ROMS

Record visual information using
digital cameras, video recorders

Use a simple graphics package to
create images and effects with

- lines by changing the size of brushes in response to ideas
- shapes with eraser, shape and fill tools
- use basic selection and cropping tools

Record and collect visual information using digital
cameras and video equipment

Present recorded visual images using software e.g.
Photo story, PowerPoint

Use a graphics package to create images and
effects with

- lines by controlling the brush tool with increased precision
- changing the type of brush to an appropriate style e.g. charcoal
- create shape by making selections to cut, duplicate and repeat

Experiment with colours and textures by making
appropriate choice of special effects and simple
filters to manipulate and create images for a
particular purpose

Record, collect and store visual information using
digital cameras and video equipment

Present recorded visual images using software e.g.
Photo story, PowerPoint

Use a graphics package to create and manipulate
new images

Be able to import an image (scanned, retrieved,
taken) into a graphics package

Understand that a digital image is created by
layering

Create layered images from original ideas (sketch
books etc.)

DRAWING

Experiment with a variety of media; pencils, rubbers, crayons, pastels, felt, tips, charcoal, ballpoints, chalk
Control the types of marks made with the range of media

Lines & marks name, match and draw lines/marks from observations, invent new lines, draw on different surfaces with a range of media

Shape observe and draw shapes in between objects, invent new shapes

Tone investigate tone by drawing light/dark lines, light/dark patterns, light/dark shapes

Texture investigate textures by describing, naming, rubbing, copying

Experiment with ways in which surface detail can be added to drawings. Use sketchbooks to collect and record visual information from different sources. Draw for a sustained period of time at an appropriate level

Lines & marks make marks and lines with a wide range of drawing implements e.g. pencils, rubbers, crayons, pastels, felt, tips, charcoal, ballpoints, chalk. Experiment with different grades of pencil and other implements to create lines and marks.

Form and shape experiment with different grades of pencil and other implements to draw different forms and shapes. Begin to show an awareness of objects having a third dimension

Tone experiment with different grades of pencil and other implements to achieve variations in tone. Apply tone in a drawing in a simple way.

Texture create textures with a wide range of drawing implements. Apply a simple use of pattern and texture in a drawing.

Work from a variety of sources including observation, photographs and digital images. work in a sustained and independent way to create a detailed drawing. Develop close observation skills using a variety of view finders. Use a sketchbook to collect and develop ideas. Identify artists who have worked in a similar way to their own work.

Lines, marks, tone, form and texture

Use dry media to make different marks, lines, patterns, and shapes within a drawing. Experiment with wet media to make different marks, lines, patterns, textures and shapes. Explore colour mixing and blending techniques with coloured pencils. Use different techniques for different purpose i.e. shading, hatching within their own work. Start to develop their own style using tonal contrast and mixed media.

Perspective and composition begin to use simple perspective in their work using a single focal point and horizon. Begin to develop an awareness of composition, scale and proportion in their paintings e.g. foreground, middle ground and background. Show an awareness of how paintings are created i.e. composition.

PAINTING

Use a variety of tools and techniques including different brush sizes and types

Mix and match colours to artefacts and objects

Work on different scales

Experiment with tools and techniques e.g. layering, mixing media, scraping through

Name different types of paint and their properties

Colour

Identify primary colours by name
Mix primary shades and tones

Texture

Create textured paint by adding sand, plaster

Experiment with different effects and textures including blocking in colour, washes, thickened paint creating textural effects

Work on a range of scales e.g. thin brush on small picture etc.

Create different effects and textures with paint according to what they need for the task.

Colour

Mix colours and know which primary colours make secondary colours

Use more specific colour language
Mix and use tints and shades

Develop a painting from a drawing Carry out preliminary studies, trying out different media and materials and mixing appropriate colours

Create imaginative work from a variety of sources e.g. observational drawing, themes, poetry, music

Colour

Mix and match colours to create atmosphere and light effects
Be able to identify primary secondary, complementary and contrasting colours

Work with complementary colours

PRINTING

Print with a range of hard and soft materials e.g. corks, pen barrels, sponge

Make simple marks on rollers and printing palettes
Take simple prints i.e. mono - printing

Roll printing ink over found objects to create patterns e.g. plastic mesh, stencils

Build repeating patterns and recognise pattern in the environment

Create simple printing blocks with press print

Design more repetitive patterns

Colour

Experiment with overprinting motifs and colour

Texture

Make rubbings to collect textures and patterns

Create printing blocks using a relief or impressed method

Create repeating patterns

Print with two colour overlays

Create printing blocks by simplifying an initial sketch book idea

Use relief or impressed method Create prints with three overlays

Work into prints with a range of media e.g. pens, colour pens and paints

TEXTILES

Match and sort fabrics and threads for colour, texture, length size and shape

Change and modify threads and fabrics, knotting, fraying, fringing, pulling threads, twisting, plaiting

Cut and shape fabric using scissors/snips

Apply shapes with glue or by stitching Apply decoration using beads, buttons, feathers etc.

Create cords and plaits for decoration

Colour

Apply colour with printing, dipping, fabric crayons

Create and use dyes i.e. onion skins, tea, coffee

Texture

Create fabrics by weaving materials i.e. grass through twigs, carrier bags on a bike wheel

Use a variety of techniques, e.g. printing, dyeing, weaving and stitching to create different textural effects

Match the tool to the material

Develop skills in stitching, cutting and joining

Experiment with paste resist

Use fabrics to create 3D structures Use different grades of threads and needles

Experiment with batik techniques

Experiment with a range of media to overlap and layer creating interesting colours and textures and effects

<p style="text-align: center;">3D</p>	<p>Manipulate malleable materials in a variety of ways including rolling and kneading</p> <p>Explore sculpture with a range of malleable media</p> <p>Manipulate malleable materials for a purpose, e.g. pot, tile</p> <p>Understand the safety and basic care of materials and tools</p> <p><u>Form</u> Experiment with constructing and joining recycled, natural and manmade materials</p> <p>Use simple 2-D shapes to create a 3-D form</p> <p><u>Texture</u> Change the surface of a malleable material e.g. build a textured tile</p>	<p>Plan, design and make models from observation or imagination</p> <p>Join clay adequately and construct a simple base for extending and modelling other shapes</p> <p>Create surface patterns and textures in a malleable material</p> <p>Use papier mache to create a simple 3D object</p>	<p>Shape, form, model and construct from observation or imagination</p> <p>Use recycled, natural and man-made materials to create sculptures</p> <p>Plan a sculpture through drawing and other preparatory work</p> <p>Develop skills in using clay including slabs, coils, slips, etc.</p> <p>Produce intricate patterns and textures in a malleable media</p>
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COLLAGE

Create images from a variety of media e.g. photocopies material, fabric, crepe paper , magazines etc.

Arrange and glue materials to different backgrounds

Sort and group materials for different purposes e.g. colour texture

Fold, crumple, tear and overlap Papers

Work on different scales

Colour

Collect, sort, name match colours appropriate for an image

Shape

Create and arrange shapes Appropriately

Texture

Create, select and use textured paper for an image

Experiment with a range of collage techniques such as tearing, overlapping and layering to create images and represent textures

Use collage as a means of collecting ideas and information and building a visual vocabulary

Add collage to a painted, printed or drawn background

Use a range of media to create collages

Use different techniques, colours and textures etc. when designing and making pieces of work

Use collage as a means of extending work from initial ideas