



Art Progression of Skills KS1

KS1 National Curriculum Objectives: *In this unit, children will be taught to...*

Work of Artists

- Explore a range of great artists, craft makers and designers and understand the historical and cultural development of their art forms
- Know about the differences and similarities in the work of great artists, craft makers and designers in different times and cultures
- Evaluate and analyse creative works using the language of art, craft and design

Exploring and evaluating ideas

- Record and explore ideas from first hand observations
- Ask and answer questions about starting points for their work
- Develop and share ideas, experiment and make changes
- Design and plan my ideas
- Describe the similarities and differences between different practices and disciplines, and making links to their own work
- Think critically about their art and design work
- Give opinions about others art and design work

Drawing

- Experiment with and control mark made with different media: pencils, rubbers, crayons, pastels, felt tips, charcoal, ballpoints, chalks
- Invent lines and shapes when experimenting with drawing
- Draw lines and shapes from observations using different surfaces
- Investigate tone by drawing light/dark lines, patterns and shapes
- Investigate pattern and texture by describing, naming, rubbing and copying
- Draw for a range of different purposes e.g. to represent stories, show emotion, create design, plan in DT, real life situations

Painting

- Name and mix primary colours, shades and tones
- Use the environment as a starting point
- Experiment with tools and techniques e.g. layering, mixing, colour washes
- Work on different scales
- Use a variety of tools and techniques i.e. brush size and type
- Mix and match colours to artefacts and objects
- Create textured paint by adding materials, i.e. sand or plaster
- Paint to communicate my ideas, thoughts or feelings

Printing

- Print with a range of hard and soft materials e.g. corks, sponge, fruits and vegetables
- Experiment with different inks, crayons, pens, paints suitable for fabrics
- Print with found objects
- Apply finger paint to then take simple prints e.g. mono-printing
- Design and build repeating patterns and represent patterns in the environment
- Create simple printing blocks for press prints

Textiles

- Talk about different textures and use beads, buttons, feathers etc.
- Sort and choose fabrics/threads based on colour, texture and shape
- Cut and shape fabric using scissors/snips
- Apply shapes with glue and stitches
- Apply colour with printing, dipping, fabric crayons
- Learn simple stitches
- Create fabrics by weaving materials, i.e. weaving grass through twigs

Collage

- Collect, sort and groups materials for different purposes in different ways/shapes, i.e. texture, colour
- Fold, crumple, tear and overlap papers
- Create images and patterns from a variety of media e.g. photocopies, fabric, crepe paper, magazines etc.
- Create patterns from observational line drawings using appropriate media

3D design

- Explore a range of sculptures with a range of malleable media
- Experiment with constructing and joining recycled, natural and manmade materials
- Work safely with materials and tools
- Manipulate malleable materials in a variety of ways i.e. rolling, joining and kneading

Digital media

- Explore ideas using digital sources i.e. internet, iPads
- Record visual information digitally
- Create images and effects with lines, shapes, colour and texture



Art Progression of Skills KS1 Lower KS2

Lower KS2 National Curriculum Objectives: *In this unit, children will be taught to...*

Work of Artists

- Explore the work of a range of great artists, architects and designers and understand the historical and cultural development of their art forms
- Know about the differences and similarities in the work of great artists, craft makers and designers in different times and cultures
- Evaluate and analyse creative works using the language of art, craft and design

Exploring and evaluating ideas

- Record their observations and use them to review and revisit ideas
- Record and explore ideas from first hand observations, experience and imagination and ideas for different purposes to help me develop my work
- Question and make thoughtful observations about starting points and select ideas for use in art work, recording and annotating sketches
- Compare ideas, methods and approaches in own art work and other's art work
- Describe work including materials and techniques used
- Think critically about their art and design work
- Adapt and improve art and design work

Drawing

- Use a sketchbook to collect and develop ideas
- Investigate and experiment with a range of materials
- Use knowledge of materials to select appropriate media to suit the task
- Experiment with shading to create a 3D effect
- Develop techniques, control and compositions

Painting

- Use the work of artists and make links to own work
- Select most appropriate paint, colour
- Explore a range of processes and properties to help communicate meaning in my work
- Create atmosphere/movement in paintings through understanding of colour, pattern and texture, line and tone, shape, form and space
- Use language of and mix primary and secondary colours and use tints and shades

Printing

- Develop print techniques i.e. mono-printing, block printing, relief or impressed method
- Create printing blocks using relief or impressed method
- Create a printed picture in an artist's style
- Create repeating patterns along lines then freehand
- Use the computer to reproduce designs

Textiles

- Use a variety of techniques e.g. printing, dyeing, weaving and stitching to create different textual effects
- Develop skills in stitching, cutting and joining
- Design own textiles using dyes, paints and batiks

Collage

- Experiment with a range of collage techniques such as tearing, overlapping and layering to reproduce original drawings and represent textures
- Use collage as a means of collecting ideas and information and building up a visual vocabulary
- Represent objects in collage materials

3D design

- Experiment with constructing and joining natural, recycled and man-made materials
- Develop skills in joining, extending and modelling clay
- Plan, design and make models from observation and imagination
- Create textures and patterns in malleable materials including clay

Digital media

- Explore ideas using digital sources i.e. internet, iPads
- Record, collect and store visual information digitally
- Use a graphics package to create images and effects with lines, shapes, colours and textures to manipulate and create images
- Present recorded visual images using software e.g. Power point



Art Progression of Skills Upper KS2

Upper KS2 National Curriculum Objectives: <i>In this unit, children will be taught to...</i>	
<p><u>Work of Artists</u></p> <ul style="list-style-type: none">• Explore the work of a range of great artists, architects and designers and understand the historical and cultural development of their art forms• Know about the differences and similarities in the work of great artists, craft makers and designers in different times and cultures• Understand and explain how ideas and meanings are expressed by artists• Recognise the work of artists by their style• Evaluate and analyse creative works using the language of art, craft and design <p><u>Exploring and evaluating ideas</u></p> <ul style="list-style-type: none">• Record their observations and use them to review and revisit ideas• Record and explore ideas from first hand observations, experience and imagination and ideas for different purposes to help me develop my work• Use critical understanding to develop views and practice• Question and make thoughtful observations about starting points and select ideas for use in art work, recording and annotating sketches• Compare ideas, methods and approaches in own art work and other's art work• Describe work including materials and techniques used• Provide well-structured evaluation about the purpose and meaning of their art and design work and other's work• Adapt and improve art and design work <p><u>Drawing</u></p> <ul style="list-style-type: none">• Use a sketchbook to collect and develop ideas• Work on sustained, independent, detailed drawings• Develop close observational skills• Experiment with different marks, lines, patterns, textures and shapes within a drawing• Use different techniques for different purposes i.e. shading, hatching, blending• Begin to use simple perspective in their work i.e. by using a single focal point on the horizon• Begin to develop awareness of composition, scale and proportions i.e. foreground, middle ground, background• Develop drawing using tonal contrast and mixed media <p><u>Painting</u></p> <ul style="list-style-type: none">• Experiment with different media and materials for painting• Develop a painting from a drawing• Create imaginative work from a variety of sources e.g. observational, drawing, music, poetry• Mix and match colours to create atmosphere and light effects• Use painting skills with growing confidence for a wide range of purposes	<p><u>Printing</u></p> <ul style="list-style-type: none">• Experiment with prints selecting appropriate method and media• Develop techniques i.e. mono-printing, block printing, relief/impressed method, screen printing• Create their own printing blocks using sketchbook ideas <p><u>Textiles</u></p> <ul style="list-style-type: none">• Experiment with a range of media to overlap and layer creating textures, effects and colours <p><u>Collage</u></p> <ul style="list-style-type: none">• Explore surfaces/natural objects then simplify what is observed and recreate• Use a range of media to create collages• Represent natural found objects• Use different techniques, colours and textures when designing and making pieces of work <p><u>3D design</u></p> <ul style="list-style-type: none">• Plan a sculpture through drawing and other preparatory work• Develop skills in using clay including slabs, coils, slips etc.• Shape, form, model and construct from observation and imagination• Use recycled, natural and man-made materials to create sculptures• Produce patterns and textures in malleable materials <p><u>Digital media</u></p> <ul style="list-style-type: none">• Explore ideas using digital sources i.e. internet, iPads• Record, collect and store visual information digitally• Use a graphics package to import or create/manipulate images• Present recorded visual images using software e.g. Power point• Create digital layered images from original ideas from initial ideas