



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: *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
- 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

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
- 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

Drawing

- 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

Painting

- 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

Printing

- 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

Textiles

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

Collage

- 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

3D design

- 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

Digital media

- 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