

Art Progression of Skills KS1-Year 1

Year 1 National Curriculum objectives: In this unit, children will be taught to:

KS1 Areas of study

- 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

Work of Artists

- Study the work of a range of great artists, craft makers and designers and understand the historical development of their art forms
- Evaluate and analyse creative works using the language of art and design.

Exploring and evaluating ideas

- Record and explore ideas from first hand observations
- Ask and answer questions about starting points for their work

Drawing, Painting and Printing

- Experiment with and control marks made with different media: pencils, rubbers, crayons, pastels, felt tips, charcoal, ballpoints, chalks
- Draw lines and shapes from observations using different surfaces
- Use a variety of tools and techniques i.e. brush sizes and types
Mix and match colours to artefacts and objects
- Print with a range of hard and soft materials e.g. corks, sponge, fruit and vegetables
- Take simple prints i.e. mono-printing
- Design and build repeating patterns and recognise pattern in the environment
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Collage and Sculpture

- Manipulate malleable materials in a variety of ways i.e. rolling, joining and kneading
- Explore sculpture with a range of malleable media
- Arrange and glue materials to different backgrounds
- Fold, crumple, tear and overlap papers

Digital Imagery

- Explore ideas using digital sources e.g. internet, ipads

Art Progression of Skills KS1-Year 2

Year 2 National Curriculum objectives: In this unit, children will be taught to:

KS1 Areas of study

- 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

Work of Artists

- Study the work of a range of great artists, craft makers and designers and understand the historical development of their art forms
- Evaluate and analyse creative works using the language of art and design.

Exploring and evaluating ideas

- Develop and share their ideas, try things out and make changes
- Describe the differences and similarities between different practices and disciplines, and making links to their own work.
- Think critically about their art and design work.

Drawing, Painting and Printing

- Invent lines and shapes in drawing
- Investigate tone by drawing light/dark lines, patterns and shapes
- Investigate pattern and texture by describing, naming, rubbing and copying
- Work on different scales
- Experiment with tools and techniques e.g. layering, mixing
- Name and mix primary colours, shades and tones
- Create textured paint by adding material i.e. sand or plaster
- Create simple printing blocks for press print
- Experiment with overprinting motifs and colour

Collage and Sculpture

- Work safely with materials and tools
- Experiment with constructing and joining recycled, natural and manmade materials
- Create images from a variety of media e.g. photocopies, fabric, crepe paper, magazines etc
- Collect, sort and group materials for different purposes in different ways/shapes, i.e. texture, colour

Digital Imagery

- Record visual information digitally
- Use a simple graphics package to create images and effects with lines, shapes, colour and texture

Art Progression of Skills KS2 - Year 3

Year 3 National Curriculum objectives: In this unit, children will be taught to:

KS2 Areas of study

- 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]
- About great artists, architects and designers in history

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.
- Evaluate and analyse creative works using the language of art, craft and design.

Exploring and evaluating ideas

- Create sketch books to 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
- Question and make thoughtful observations about starting points and select ideas for use in their work, recording and annotating in sketchbooks.
- Think critically about their art and design work.

Drawing, Painting and Printing

- Draw for a sustained period of time
- Use a sketchbook to collect and develop ideas from a range of sources
- experiment with marks and lines with a wide range of implements e.g. charcoal, chalk, pencil, crayon, pens etc
- Use language of and mix primary and secondary colours and use tints and shades
- Create different effects and textures with paint.
- Create repeating patterns
- Print with two colour overlay

Collage and Sculpture

- 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 up a visual vocabulary
- Use clay or everyday materials to construct a sculpture

Digital Imagery

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

Art Progression of Skills KS2-Year 4

Year 4 National Curriculum objectives: In this unit, children will be taught to:

KS2 Areas of study

- 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]
- About great artists, architects and designers in history

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.
- Evaluate and analyse creative works using the language of art, craft and design.

Exploring and evaluating ideas

- Create sketch books to 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
- Question and make thoughtful observations about starting points and select ideas for use in their work, recording and annotating in sketchbooks.
- Think critically about their art and design work.

Drawing, Painting and Printing

- experiment with different grades of pencil to achieve varied tone
- Create texture and pattern in drawing with a range of implements.
- Experiment with different effects and textures including blocking in colour, washes, thickened paint creating textural effects, adding depth and distance
- Use language of and mix primary and secondary colours and use tints and shades
- Develop print techniques i.e. mono printing, block printing, relief or impressed method

Collage and Sculpture

- 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 up a visual vocabulary
- Use a slip to join parts of a clay sculpture

Digital Imagery

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

Art Progression of Skills KS2-Year 5

Year 5 National Curriculum objectives: In this unit, children will be taught to:

KS2 Areas of study

- 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]
- About great artists, architects and designers in history

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.
- Evaluate and analyse creative works using the language of art, craft and design.
- Recognise when art is from different historical periods

Exploring and evaluating ideas

- Create sketch books to record their observations and use to review and revisit ideas.
- Record and explore ideas from first hand observations, experience and imagination and ideas for different purposes
- question and make thoughtful observations about starting points and select ideas for use in their work, recording and annotating in sketchbooks.
- Think critically about their art and design work
- Reflect upon their work and what inspired it
- Begin to use feedback to make improvements

Drawing, Painting and Printing

- Work on sustained, independent, detailed drawing
- Develop close observational skills
- Use a sketchbook to collect and develop ideas
- Experiment with wet or dry media to make different marks
- Use different techniques for different purposes i.e. shading, hatching, blending
- Begin to use simple perspective in their work i.e. by using single focal point on horizon.
- develop a painting from a drawing.
- experiment with different media and materials for painting.
- identify, mix and use primary, secondary, complimentary and contrasting colours.
- Draw/paint in the style of an artist

Collage and Sculpture

- Shape, form, model and construct from observation and imagination
- Use recycled, natural and manmade materials to create sculptures
- Plan a sculpture through drawing and other preparatory work
- Develop skills in using clay including slabs, coils, slips etc.
- Produce patterns and textures in malleable materials.
- Add collage to a printed or painted background
- Use a range of media to create collages

Digital Imager

- Explore ideas using digital sources i.e. internet, ipads
- Record, collect and store visual information digitally
- Present recorded visual images using software e.g. Photostory, Powerpoint
- Use a graphics package to import or create/manipulate images.
- Create digital layered images from original ideas in sketchbooks

Art Progression of Skills KS2-Year 6

Year 6 National Curriculum objectives: In this unit, children will be taught to:

KS2 Areas of study

- 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]
- About great artists, architects and designers in history

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.
- Evaluate and analyse creative works using the language of art, craft and design.
- Identify features of art from different historical periods

Exploring and evaluating ideas

- Create sketch books to record their observations and use to review and revisit ideas.
- Record and explore ideas from first hand observations, experience and imagination and ideas for different purposes
- question and make thoughtful observations about starting points and select ideas for use in their work, recording and annotating in sketchbooks.
- Think critically about their art and design work
- Explain the style of their work and how a famous artist has influenced it.
- Explain the specific techniques, which have been used.
- Use feedback to make improvements.

Drawing, Painting and Printing

- Work on sustained, independent, detailed drawing
- Develop close observational skills
- Use a sketchbook to collect and develop ideas
- Experiment with wet or dry media to make different marks
- Use different techniques for different purposes i.e. shading, hatching, blending
- Begin to use simple perspective in their work i.e. by using single focal point on horizon.
- Begin to develop an awareness of composition, scale and proportion, i.e. foreground, middle ground, background
- Mix and match colours to create atmosphere and light effects
- Create imaginative work from a variety of sources e.g. observational drawing, music, poetry.
- Draw/paint in the style of an artist

Collage and Sculpture

- Shape, form, model and construct from observation and imagination
- Use recycled, natural and manmade materials to create sculptures
- Plan a sculpture through drawing and other preparatory work
- Develop skills in using clay including slabs, coils, slips etc.
- Produce patterns and textures in malleable materials.

Digital Imager

- Explore ideas using digital sources i.e. internet, ipads
- Record, collect and store visual information digitally
- Present recorded visual images using software e.g. Photostory, Powerpoint
- Use a graphics package to import or create/manipulate images.
- Create digital layered images from original ideas in sketchbooks