

## Art Progression of skills and knowledge KS1

**Blue-** Both year 1 and 2, **Yellow-** Year 1, **Green-** Year 2

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

### Work of artists

A1 study the work of a range of great artists, craft makers and designers and understand the historical and cultural development of their art forms

A2 evaluate and analyse creative works using the language of art, craft and design.

### Exploring and evaluating ideas

E1 record and explore ideas from first hand observations

E2 ask and answer questions about starting points for their work

E3 develop and share their ideas, try things out and make changes

E4 describe the differences and similarities between different practices and disciplines, and making links to their own work.

E5 think critically about their art and design work.

### Drawing

D1 experiment with and control marks made with different media: pencils, pastels, crayons, felt tips, charcoal, chalks

D2 draw lines and shapes from observations using different surfaces

D3 invent lines and shapes in drawing

D4 investigate tone by drawing light/dark lines, patterns and shapes

D5 investigate pattern and texture by describing, naming and copying

### Digital media

DM1 explore ideas using digital sources i.e. internet, ipads

DM2 record visual information digitally

DM3 use a simple graphics package to create images and effects with lines, shapes, colour and texture

### 3D design

3D1 manipulate malleable materials in a variety of ways i.e. rolling, joining and kneading

3D2 explore sculpture with a range of malleable media

3D3 work safely with materials and tools

3D4 experiment with constructing and joining recycled, natural and manmade materials

### Painting

P1 use a variety of tools and techniques i.e. brush sizes and types

P2 mix and match colours to artefacts and objects

P3 experiment with tools and techniques e.g. layering, mixing

P4 name and mix primary colours, shades and tones

P5 create textured paint by adding material, i.e. salt

### Printing

PR1 print with a range of hard and soft materials e.g. corks, sponge, fruit and vegetables

PR2 take simple prints i.e. mono-printing

PR3 design and build repeating patterns and recognise pattern in the environment

PR4 create simple printing blocks for press print

### Textiles

T1 choose fabrics/threads based on colour, texture and shape

T2 cut and shape fabric using scissors/snips

T3 apply shapes with glue or stitching

T4 apply decoration using beads, buttons, feathers etc

T5 apply colour with printing, dipping, fabric crayons

T6 create fabrics by weaving materials, i.e. grass through twigs

### Collage

C1 create images from a variety of media e.g. photocopies, fabric, crepe paper, magazines etc

C2 collect, sort and group materials or different purposes in different ways/shapes, i.e. texture, colour

C3 arrange and glue materials to different backgrounds

C4 fold, crumple, tear and overlap papers

## Art Progression of skills and knowledge Lower KS2

**Blue-** Both year 3 and 4, **Yellow-** Year 3, **Green-** Year 4

Lower Key Stage 2 National Curriculum objectives: In this unit, children will be taught to:

### Work of artists

A1 explore the work of a range of great artists, architects and designers and understand the historical and cultural development of their art forms.  
A2 evaluate and analyse creative works using the language of art, craft and design.

### Exploring ideas

E1 create sketch books to record their observations and use them to review and revisit ideas.  
E2 record and explore ideas from first hand observations, experience and imagination and ideas for different purposes  
E3 question and make thoughtful observations about starting points and select ideas for use in their work, recording and annotating in sketchbooks.  
E4 think critically about their art and design work.

### Drawing

D1 draw for a sustained periods of time.  
D2 use a sketchbook to collect and develop ideas from a range of sources  
D3 experiment with marks and lines with a wide range of implements e.g. charcoal, chalk, pencil, crayon, pens etc  
D4 experiment with different grades of pencil to achieve varied tone  
D5 create texture and pattern in drawing with a range of implements.

### Digital media

DM1 explore ideas using digital sources i.e. internet, ipads  
DM2 record, collect and store visual information digitally  
DM3 present recorded visual images using software e.g. Photostory, Powerpoint  
DM4 use a graphics package to create images and effects with lines, shapes, colours and textures to manipulate and create images.

### 3D design

3D1 plan, design and make models from observation or imagination.  
3D2 develop skills in joining, extending and modelling clay.  
3D3 use papier mache to create simple 3D effects  
3D4 experiment with constructing and joining recycled, natural and manmade materials.- **Forest School**  
● 3D5 create textures and patterns in malleable materials including clay.

### Painting

P1 experiment with different effects and textures including blocking in colour, washes, thickened paint creating textural effects, adding depth and distance.  
P2 create different effects and textures with paint  
P3 use language of and mix primary and secondary colours and use tints and shades

### Printing

PR1 create printing blocks using relief or impressed method  
PR2 develop print techniques i.e. mono-printing, block printing, relief or impressed method  
PR3 create repeating patterns  
PR4 print with two colour overlays.

### Textiles

T1 use a variety of techniques e.g. printing, dyeing, weaving and stitching to create different textural effects.  
T2 develop skills in stitching, cutting and joining

### Collage

C1 experiment with a range of collage techniques such as tearing, overlapping and layering to create images and represent textures.  
C2 use collage as a means of collecting ideas and information and building up a visual vocabulary.

# Art Progression of skills and knowledge Upper KS2

**Blue**- Both year 5 and 6, **Yellow**- Year 5, **Green**- Year 6

**Upper KS2 National Curriculum objectives:** In this unit, children will be taught to:

## Work of artists

A1 explore the work of a range of great artists, architects and designers and understand the historical and cultural development of their art forms.

A2 evaluate and analyse creative works using the language of art, craft and design.

## Exploring ideas

E1 create sketch books to record their observations and use to review and revisit ideas.

E2 record and explore ideas from first hand observations, experience and imagination and ideas for different purposes

E3 question and make thoughtful observations about starting points and select ideas for use in their work, recording and annotating in sketchbooks.

E4 think critically about their art and design work.

## Drawing

D1 work on sustained, independent, detailed drawings.

D2 develop close observational skills

D3 use a sketchbook to collect and develop ideas.

D4 experiment with wet or dry media to make different marks, lines, patterns, textures and shapes within a drawing.

D5 use different techniques for different purposes i.e. shading, hatching, blending.

D6 develop drawing using tonal contrast and mixed media.

D7 begin to use simple perspective in their work i.e. by using single focal point on horizon

D8 begin to develop an awareness of composition, scale and proportion i.e. foreground, middle ground, background.

## Digital media

DM1 explore ideas using digital sources i.e. internet, ipads

DM2 record, collect and store visual information digitally

DM3 present recorded visual images using software e.g. Photostory, Powerpoint

DM4 use a graphics package to import or create/manipulate images.

DM5 create digital layered images from original ideas in sketchbooks

## 3D design

3D1 shape, form, model and construct from observation and imagination

3D2 use recycled, natural and manmade materials to create sculptures

3D3 plan a sculpture through drawing and other preparatory work

3D4 develop skills in using clay including slabs, coils, slips etc.

3D5 produce patterns and textures in malleable materials.

## Painting

P1 develop a painting from a drawing.

P2 experiment with different media and materials for painting.

P3 create imaginative work from a variety of sources e.g. observational drawing, music, poetry.

P4 mix and match colours to create atmosphere and light effects

P5 identify, mix and use primary, secondary, complimentary and contrasting colours.

## Printing

PR1 create printing blocks using sketchbook ideas

PR2 develop techniques i.e. mono-printing, block printing, relief/impressed method

PR5 experiment with overprinting motifs and colour

## Textiles (In DT unit)

T1 use fabrics to create 3D structures/

T2 experiment with a range of media to overlap and layer creating textures, effects and colours.

## Collage

C1 add collage to a printed or painted background

C2 use a range of media to create collages

C3 use different techniques, colours and textures when designing and making pieces of work

C4 use collage as a means of extending work from initial ideas.



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