

# Art Progression of skills KS1

**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, rubbers, crayons, pastels, felt tips, charcoal, ballpoints, 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, rubbing 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 work on different scales
- P4 experiment with tools and techniques e.g. layering, mixing
- P5 name and mix primary colours, shades and tones
- P6 create textured paint by adding material, i.e. sand or plaster

## 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
- PR5 experiment with overprinting motifs and colour

## Textiles

- T1 choose fabrics/trheads 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 Lower KS2

**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.
- 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 Upper KS2

**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

- 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.