

Progression of Skills at Whittlefield Primary School



Subject: Art	By the end of KS1	By the end of LKS2	By the end of UKS2
Developing ideas	<ul style="list-style-type: none">• Respond to ideas and starting points• Explore ideas and collect visual information• Explore different methods and materials as ideas develop	<ul style="list-style-type: none">• Develop ideas and starting points.• Collect information, sketches and resources and present ideas in a sketch book.• Adapt and refine ideas as they progress• Explore ideas in a variety of ways• Comment on art works, using visual language	<ul style="list-style-type: none">• Develop and imaginatively extend ideas and starting points throughout the curriculum• Collect information, sketches and resources and present ideas imaginatively in a sketch book• Use the quality of materials to enhance ideas• Spot potential in unexpected results as work progresses• Comment on artworks with a fluent grasp of visual language



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<p>Painting</p>	<ul style="list-style-type: none">• Use thick and thin brushes• Make secondary colours from primary colours• Add white to colours to make tints and black to make tones• Create colour wheels	<ul style="list-style-type: none">• Use a number of brush techniques, using thick brushes and thin brushes to produce shapes, textures, patterns and lines• Mix colours effectively• Use watercolours to produce washes for backgrounds then add detail• Experiment with creating mood with colour	<ul style="list-style-type: none">• Sketch lightly before painting to combine line and colour• Create a colour palette based upon colours observed in the natural or built world• Use the qualities of water colour or acrylic paints to create visually interesting pieces• Combine colours, tones and tints to enhance the mood of a piece• Use brush techniques and the qualities of paint to create texture• Develop a personal style of painting, drawing upon ideas from other artists
<p>Collage</p>	<ul style="list-style-type: none">• Use a combination of materials that are cut, torn and glued• Sort and arrange materials• Mix materials to create texture	<ul style="list-style-type: none">• Select and arrange materials for a striking effect• Ensure work is precise• Use coiling, overlapping, tessellation, mosaic and montage	<ul style="list-style-type: none">• Mix textures• Combine visual and tactile qualities• Use ceramic mosaic materials and techniques



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<p>Sculpture</p>	<ul style="list-style-type: none"> • Use a combination of shapes • Include lines and texture • Use rolled up paper, straws, paper card and clay as materials • Use techniques such as rolling, cutting, moulding and carving 	<ul style="list-style-type: none"> • Create and combine shapes to create recognisable forms • Include texture that conveys feeling expression or movement • Use clay and other mouldable materials • Add materials to provide interesting detail 	<ul style="list-style-type: none"> • Show life-like qualities and real-life proportions or, if more abstract, provoke different interpretations • Use tools to carve shapes, texture and pattern • Combine visual and tactile qualities • Use frameworks such as: wire or moulds to provide stability or form
<p>Drawing</p>	<ul style="list-style-type: none"> • Draw lines of different size or thickness • Colour own work neatly, following the lines • Show pattern and texture by adding dots and lines 	<ul style="list-style-type: none"> • Use different hardness's of pencils to show line, tone and texture • Annotate sketches to explain and elaborate ideas • Sketch lightly (no need for a rubber for mistakes) • Use shading to show light and shadow • Use hatching and cross hatching to show tone and texture 	<ul style="list-style-type: none"> • Use a variety of techniques to add interesting effects • Use a choice of techniques to depict movement, perspective, shadows and reflection • Choose a style of drawing suitable for the work • Use lines to represent movement
<p>Printing</p>	<ul style="list-style-type: none"> • Use repeating or overlapping shapes 	<ul style="list-style-type: none"> • Use layers of two or more colours 	<ul style="list-style-type: none"> • Build up layers of colours • Create an accurate pattern, showing fine detail



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	<ul style="list-style-type: none"> Mimic print from the environment Use objects to create prints Press, roll, rub and stamp to make prints 	<ul style="list-style-type: none"> Replicate patterns observed in the natural or built environment Make printing blocks (coiled string on a block) 	<ul style="list-style-type: none"> Use a range of visual elements to reflect the purpose of the work
Textiles	<ul style="list-style-type: none"> Use weaving to create patterns Join materials use glue or a stitch Use plaiting Use dip dye techniques 	<ul style="list-style-type: none"> Shape and stitch materials Use basic cross stitch and back stitch Colour fabric Create weavings Quilt, pad and gather fabric 	<ul style="list-style-type: none"> Show precision in techniques Choose from a range of stitching techniques Combines previously learned techniques to create pieces
Digital Media	<ul style="list-style-type: none"> Use a wide range of tools to create different textures, lines, tones, colours and shapes 	<ul style="list-style-type: none"> Create images, video and sound recording and explain why they were created. 	<ul style="list-style-type: none"> Enhance digital media by editing (including sound, video, animation, still images and installations)
Artists and Designers	<ul style="list-style-type: none"> Describe the work of notable artists, artisans and designers Use some of the ideas of the artist studied to create pieces 	<ul style="list-style-type: none"> Replicate some of the techniques used by notable artists, artisans and designers Create original pieces that are influenced by the study of others 	<ul style="list-style-type: none"> Give details about the style of some notable artists, artisans and designers. Show how the work of those studied was influential in both society and other artists

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			<ul style="list-style-type: none">• Create original pieces that show a range of influences and styles
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Key stage 1

Pupils should be taught:

- 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.

Key stage 2

Pupils should be taught to develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.

Pupils should be taught:

- 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.

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Band 1 (4 statements)	Band 2 (4 statements)	Band 3 (4 statements)	Band 4 (4 statements)
Use artwork to record ideas, observations and experiences	Try out different activities and make sensible choices about what to do next	Use a sketchbook for recording observations, for experimenting with techniques or planning out ideas	Use a sketchbook for collecting ideas and developing a plan for a completed piece of artwork
Experiment with different materials to design and make products in two and three dimensions	Select particular techniques to create a chosen product and develop some care and control over materials and their use	Experiment with different materials to create a range of effects and use these techniques in the completed piece of work	Use taught technical skills to adapt and improve his/her work
Explain what he/she likes about the work of others	Give reasons for his/her preferences when looking at art/craft or design work	Explain what he/she likes or dislikes about their work	Articulate how he/she might improve their work using technical terms and reasons as a matter of routine
Know the names of tools, techniques and elements that he/she uses	Know that different artistic works are made by craftspeople from different cultures and times	Know about some of the great artists, architects and designers in history and describe their work	Describe some of the key ideas, techniques and working practices of artists, architects and designers who he/she has studied



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Band 5 (4 statements)	Band 6 (5 statements)
Develop different ideas which can be used and explain his/her choices for the materials and techniques used	Select ideas based on first hand observations, experience or imagination and develop these through open ended research
Confidently and systematically investigate the potential of new and unfamiliar materials and use these learnt techniques within his/her work	Refine his/her use of learnt techniques
Evaluate his/her work against their intended outcome	Adapt his/her own final work following feedback or discussion based on their preparatory ideas
Research and discuss various artists, architects and designers and discuss their processes and explain how these were used in the finished product	Describe the work and ideas of various artists, architects and designers, using appropriate vocabulary and referring to historical and cultural contexts
	Explain and justify preferences towards different styles and artists