

Art Progression of Skills

The KS2 objectives have been split into lower and upper. If there are missing numbers in UKS2 then the objectives in LKS2 need to be looked at and progressed and developed.

	KS1	LKS2	UKS2
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.	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 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.	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 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	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.	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 visual information digitally DM3 use a simple graphics package to create images and effects with lines, shapes, colour and texture	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.	DM4 use a graphics package to import or create/manipulate images. DM5 create digital layered images from original ideas in sketchbooks
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	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.	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 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	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	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	<p>PR1 print with a range of hard and soft materials e.g. corks, sponge, fruit and vegetables</p> <p>PR2 take simple prints i.e. mono-printing</p> <p>PR3 design and build repeating patterns and recognise pattern in the environment</p> <p>PR4 create simple printing blocks for press print</p> <p>PR5 experiment with overprinting motifs and colour</p>	<p>PR1 create printing blocks using relief or impressed method</p> <p>PR2 develop print techniques i.e. mono-printing, block printing, relief or impressed method</p> <p>PR3 create repeating patterns</p> <p>PR4 print with two colour overlays.</p>	<p>PR1 create printing blocks using sketchbook ideas</p> <p>PR2 develop techniques i.e. mono-printing, block printing, relief/impressed method</p> <p>PR5 experiment with overprinting motifs and colour</p>
Textiles	<p>T1 choose fabrics/threads based on colour, texture and shape</p> <p>T2 cut and shape fabric using scissors/snips</p> <p>T3 apply shapes with glue or stitching</p> <p>T4 apply decoration using beads, buttons, feathers etc</p> <p>T5 apply colour with printing, dipping, fabric crayons</p> <p>T6 create fabrics by weaving materials, i.e. grass through twigs</p>	<p>T1 use a variety of techniques e.g. printing, dyeing, weaving and stitching to create different textural effects.</p> <p>T2 develop skills in stitching, cutting and joining</p>	<p>T1 use fabrics to create 3D structures/</p> <p>T2 experiment with a range of media to overlap and layer creating textures, effects and colours.</p>
Collage	<p>C1 create images from a variety of media e.g. photocopies, fabric, crepe paper, magazines etc</p> <p>C2 collect, sort and group materials or different purposes in different ways/shapes, i.e. texture, colour</p> <p>C3 arrange and glue materials to different backgrounds</p> <p>C4 fold, crumple, tear and overlap papers</p>	<p>C1 experiment with a range of collage techniques such as tearing, overlapping and layering to create images and represent textures.</p> <p>C2 use collage as a means of collecting ideas and information and building up a visual vocabulary.</p>	<p>C1 add collage to a printed or painted background</p> <p>C2 use a range of media to create collages</p> <p>C3 use different techniques, colours and textures when designing and making pieces of work</p> <p>C4 use collage as a means of extending work from initial ideas.</p>