

The Little School with the Big Heart

‘With God All Things are Possible’ Matthew 19:26

**Art& Design Skills and Knowledge Progression**

What the National Curriculum says:

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| **Key Stage 1** | **Key Stage 2** |
| 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. | 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. |

**Art and Design Skills**

Our skills and milestones document is taken from the Chris Quigley scheme and then made bespoke to our school.

* The ability to use visual language skilfully and convincingly (for example, line, shape, pattern, colour, texture, form) to express, emotions, interpret observations, convey insights and accentuate their individuality.
* The ability to communicate fluently in visual and tactile form.
* The ability to draw confidently and adventurously from observation, memory and imagination.
* The ability to explore and invent marks, develop and deconstruct ideas and communicate perceptively and powerfully through purposeful drawing in 2D, 3D or digital media.
* An impressive knowledge and understanding of other artists, craft makers and designers.
* The ability to think and act like creative practitioners by using their knowledge and understanding to inform, inspire and interpret ideas, observations and feelings.
* Independence, initiative and originality which they can use to develop their creativity.
* The ability to select and use materials, processes and techniques skilfully and inventively to realise intentions and capitalise on the unexpected.
* The ability to reflect on, analyse and critically evaluate their own work and that of others.
* A hold a passion for and a commitment to the subject.

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|  | **KS1 (milestone 1)** | | **Milestone 2** | | **Milestone 3** |  |
|  | Class 1 (EYFS/Year 1) | Class 2  (Year 1/Year 2) | Class 3  (Year 2/year3) | Class 4  (Year 4/year 5) | Class 5  (year 5/year 6) | More and Most able |
| **To develop ideas** | • Respond to ideas and starting points. • Explore ideas and collect visual information. • Explore different methods and materials as ideas develop. | | • Develop ideas from starting points throughout the curriculum. • Collect information, sketches and resources. • Adapt and refine ideas as they progress. • Explore ideas in a variety of ways. • Comment on artworks using visual language. • start to use a sketchbook to collect ideas and experiment. | | • Develop and imaginatively extend ideas from starting points throughout the curriculum. • Collect information, sketches and resources and present ideas imaginatively in a sketch book. • Use the qualities of materials to enhance ideas. • Spot the potential in unexpected results as work progresses. • Comment on artworks with a fluent grasp of visual language. | • Study the history of art, craft and design, including major movements from ancient to modernist periods.  • Develop ideas and increase proficiency in their execution.  • Develop a critical understanding of artists, architects and designers, expressing reasoned judgments that can inform work. • Use a range of drawing techniques to record observations and to generate ideas. |
| **To master techniques-**  **Painting** | • Use thick and thin brushes. • Mix primary colours to make secondary. • Add white to colours to make tints and black to colours to make shades. • Create colour primary and secondary wheels. | | • Use a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines. • Mix colours effectively. • Create a tertiary colour wheel and make tints, shades and tones of colours. • Use watercolour paint to produce washes for backgrounds then add detail. • Experiment with creating mood with colour. | | • 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 watercolour and acrylic paints to create visually interesting pieces. • Combine colours, shades, 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. | • Increase proficiency in painting and in handling different materials.  • Analyse and evaluate work to strengthen the visual impact. |
| **To master techniques-**  **Collage** | • Use a combination of materials that are cut, torn and glued. • Sort and arrange materials. • Mix materials to create texture. | | Select and arrange materials for a striking effect. • Ensure work is precise. • Use coiling, overlapping, tessellation, mosaic and montage. | | Mix textures (rough and smooth, • Use a range of plain and patterned). • Combine visual and tactile qualities. • Use 3D materials to create a piece of work to show texture and form. | • Mix textures (rough and smooth, • Use a range of media including oils, watercolours, videos and installations. |
| **To master techniques-**  **Sculpture** | • 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. | | • Create and combine shapes to create recognisable forms (e.g. shapes made from nets or solid materials). • Use clay and other mouldable materials. • Use tools to carve and add shapes, texture and pattern. • Combine visual and tactile qualities. | | • Include texture that conveys feelings, expression or movement. • Add materials to provide interesting detail. • Show life-like qualities and real-life proportions or, if more abstract, provoke different interpretations. . • Use frameworks (such as wire or moulds) to provide stability and form. | • Use unusual and imaginative materials. |
| **To master techniques-**  **Drawing** | • Draw lines of different sizes and thickness. • Colour (own work) neatly following the lines. • Show pattern and texture by adding dots and lines. • Show different tones by using coloured pencils. | | • Use different hardness of pencils to show line, tone and texture. • Annotate sketches to explain and elaborate ideas. • Sketch lightly (no need to use a rubber to correct mistakes). • Use shading to show light and shadow. • Use hatching and cross hatching to show tone and texture. | | • Use a variety of techniques to add interesting effects (e.g. reflections, shadows, direction of sunlight). • Use a choice of techniques to depict movement, perspective, shadows and reflection.  • Choose a style of drawing suitable for the work (e.g. realistic or impressionistic). • Use lines to represent movement. | • Increase proficiency in drawing and in handling different materials.  • Analyse and evaluate work to strengthen the visual impact. |
| **To master techniques-**  **Print** | • Use repeating or overlapping shapes. • Mimic print from the environment (e.g. wallpapers).  • Use objects to create prints (e.g. fruit, vegetables or sponges). • Press, roll, rub and stamp to make prints. | | • Use layers of two or more colours. • Replicate patterns observed in natural or built environments. • Make printing blocks (e.g. from coiled string glued to a block, foam blocks). • Make precise repeating patterns. | | • Build up layers of colours.  • Create an accurate pattern, showing fine detail. • Use a range of visual elements to reflect the purpose of the work. |  |
| **To master techniques-**  **Textiles** | • Use weaving to create a pattern. • Join materials using glue and/or a stitch.  • Use plaiting. • Use dip dye techniques. | | • Shape and stitch materials.  • Use basic cross-stitch (binca) and back stitch. • Colour fabric with fabric dyes, paints, crayons • Create weavings. • Quilt, pad and gather fabric. | | • Show precision in techniques. • Choose from a range of stitching techniques. • Combine previously learned techniques to create pieces. |  |
| **To master techniques-**  **Digital Media** | • Use a simple programme to make a piece of art work. • Use a wide range of tools to create different textures, lines, tones, colours and shapes. | | • Create images and explain why they were created. • Enhance artwork to use a wider range of tools. | | • Enhance digital media by editing (including sound, video, animation, still images and installations). |  |
| **To take inspirit-ion from the greats (classic and modern)** | • Describe the work of notable artists, artisans and designers. • Use some of the ideas of artists studied to create pieces. | | • Replicate some of the techniques used by notable artists, artisans and designers. • Create original pieces that are influenced by studies of others. • Do more in-depth research into artists & designers and art movements. | | • Give details (including own sketches) about the style of some notable artists, artisans and designers. • Show how the work of those studied was influential in both society and to other artists. • Create original pieces that show a range of influences and styles. • Continue to do in-depth research into artists & designers and art movements and say why they were important/what influence they had. | • Apply knowledge and ideas from the great artists, architects and designers from ancient to modernist periods to own work. • Use research to give a summery in own words about artists, designers and art movements. |