

Art and Design Skill Progression

Year 1	Drawing	Digital Media	Painting	Printing	Textiles	3D	Collage
	<ul style="list-style-type: none"> -Draw lines and marks e.g. dots, dashes, scribbles, sweeping lines, wavy lines, straight lines. -Observe and draw shapes from observations. -Investigate textures by describing, naming, rubbing, copying. -Experiment with a variety of media: pencils, rubbers, crayons, pastels, felt tips, charcoal, ballpoints and chalk. -Focus on detail. -Use line to represent objects seen, remembered or imagined. 	<ul style="list-style-type: none"> -Explore ideas using digital sources i.e. internet etc. -Take an active part when recording visual information using digital cameras and video recorders. -Use a simple graphics package to create images and effects with lines by changing the size of brushes in response to ideas. -Create shapes using eraser, shape and fill tools when working collaboratively. -Change the colour and texture using simple filters to manipulate and create images with support. 	<ul style="list-style-type: none"> -Experiment using a variety of tools to spread paint including straws, matchsticks etc. as well as different brushes. -Hold a brush correctly. -Apply the correct amount of paint. -Experiment with different techniques e.g. layering, mixing media, scraping through. -Name different types of paint and their properties, i.e. powder, ready mix. -Identify primary colours by name. -Mix primary shades and tones. -Create textured paint by adding sand, plaster etc. -Mix and match colours to 	<ul style="list-style-type: none"> -Build repeating patterns and recognise pattern in the environment. -Build up texture. -Make rubbings to collect textures and patterns. 		<ul style="list-style-type: none"> -Manipulate malleable materials in a variety ways including rolling and kneading. 	<ul style="list-style-type: none"> -Use prepared materials. -Choose colours and shapes. <p>Link to Can Buildings Speak</p>

		-Use basic selection and cropping tools.	artefacts and objects.				
Year 2	Drawing	Digital Media	Painting	Printing	Textiles	3D	Collage
	<ul style="list-style-type: none"> -Name, match and draw lines and marks e.g. dots, dashes, scribbles, sweeping lines, wavy lines, straight lines. -Control the types of marks made with a variety of media: pencils, rubbers, crayons, pastels, felt tips, charcoal, ballpoints, chalk. -Vary the quality of the line I draw. -Draw freehand from direct observation. -Extend a given picture using my imagination. -Draw what I think happened before and after a given picture. -Investigate tone using different grades of pencil, pastel and chalk, by drawing 	<ul style="list-style-type: none"> -Explore ideas using digital sources i.e. internet, CD-Roms etc. -Be aware that photography is an art form and that there are famous or specialist photographers. -Begin to record visual information using digital cameras and video recorders with support. -Use a simple graphics package to create images and effects with lines by changing the size of brushes in response to ideas. -Create shapes using eraser, shape and fill tools. -Change the colour and texture using simple filters to 	<ul style="list-style-type: none"> -Begin to independently select from a variety of tools including different brush sizes and types. -Begin to use different techniques e.g. layering, mixing media, scraping through, with confidence. -Name different types of paint and their properties, i.e. powder, ready mix, acrylic, fabric. -Make secondary colours and tints and shades. -Work on different scales. -Clean brushes, using clean water and a sponge to dry excess paint. 	<ul style="list-style-type: none"> -Print with a range of hard and soft materials e.g. corks, pen barrels, sponge. =Make simple marks on rollers and printing palettes. -Roll printing ink over found objects to create patterns e.g. plastic mesh, stencils. -Create simple printing blocks with press print. -Design more repetitive patterns. -Experiment with overprinting motifs and colour. 	<ul style="list-style-type: none"> -Cut and shape fabric using scissors. -Choose fabrics by feeling texture, looking at pattern and selecting colours. -Match and sort fabrics and threads for colour, texture, length, size and shape. 	<ul style="list-style-type: none"> -Explore clay. 	

	light/dark lines, light/dark patterns, light/dark shapes.	manipulate and create images -Use basic selection and cropping tools with confidence.					
Year 3	Drawing	Digital Media	Painting	Printing	Textiles	3D	Collage
	-Observe shadows and make contrasts in shading. -Blend and shade. -Use tone to show volume and distance. -Use my Sketchbook to collect and record visual information from different sources. -Experiment making marks and lines with a wide range of drawing implements e.g. charcoal, pencil, crayon, chalk pastels, pens etc. -Experiment with different grades of pencil and other implements to draw different forms and shapes.	-Record and collect visual information using digital cameras and video recorders. -Begin to present recorded visual images using appropriate software. -Use a graphics package to create images and effects with lines using the brush tool. -Change the type of brush to an appropriate style e.g. charcoal. -Create shapes by making selections to cut, duplicate and repeat. -Begin to experiment with colours and textures, special	-Mix colours and know which primary colours make secondary colours. -Experiment with different effects and textures inc. blocking in colour, washes, thickened paint. -Create textural effects. -Work on a range of scales e.g. thin brush on a small picture.	-Use repeating patterns including regular repeat plus half and full drop tile designs. -Create printing blocks using relief or impressed method. -Experiment with tessellations, rotation, mirror images. -Print with two colour overlays.			-Use collage as a means of collecting ideas and information and building a visual vocabulary.

	<ul style="list-style-type: none"> -Achieve variations in tone and texture in my drawing. -Apply a simple use of pattern in a drawing. 	effects and simple filters.					
Year 4	Drawing	Digital Media	Painting	Printing	Textiles	3D	Collage
	<ul style="list-style-type: none"> -Add detail to drawings. -Use secondary sources to extend awareness of pattern and detail. -Draw for a sustained period of time at an appropriate level. -Begin to show an awareness of objects having a third dimension. -Apply tone in a drawing in a simple way. -Experiment with ways in which surface detail can be added to drawings. 	<ul style="list-style-type: none"> -Begin to work more independently when recording and collecting visual information using digital cameras and video recorders. -Present recorded visual images using appropriate software. -Use a graphics package to create images and effects with lines using the brush tool with increasing precision. -Experiment with colours and textures by making an appropriate choice of special effects and simple filters to manipulate and 	<ul style="list-style-type: none"> -Use more specific colour language. -Mix and use tints and shades. -Create different effects and textures with paint. -Convey feelings, moods and create atmosphere. 		<ul style="list-style-type: none"> -Use a variety of techniques e.g. printing, dyeing weaving and stitching to create different textural effects. -Match the tool to the material. -Develop skills in stitching, cutting and joining. -Experiment with paste resist. 		<ul style="list-style-type: none"> -Use different materials: scrap rubbish, paper magazine images, tissue papers, foils and shiny papers, printed paper and fabric. -Experiment with a range of collage techniques such as tearing, overlapping and layering to create images and represent textures.

		create images for a particular purpose.					
Year 5	Drawing	Digital Media	Painting	Printing	Textiles	3D	Collage
	<ul style="list-style-type: none"> -Draw for different purposes. -Work from a variety of sources including observation, photographs and digital images. -Work in a sustained and independent way to create a detailed drawing. -Use dry media to make different marks, lines, patterns and shapes with a drawing. -Experiment with wet media to make different marks, lines, patterns, textures and shapes. -Explore colour mixing and blending techniques with coloured pencils. -Begin to use perspective in my 	<ul style="list-style-type: none"> -Record, collect and store visual information using digital cameras and video recorders with increasing independence. -Be aware that videos are forms of photography and the principles of how they work. -Present recorded visual images using software e.g. Photostory, PowerPoint. -Import an image (scanned, retrieved, taken) into a graphics package. 	<ul style="list-style-type: none"> -Identify primary, secondary, complementary and contrasting colours. -Use complementary and neutral (tertiary) colours. -Mix and match colours to create atmosphere and light effects. -Develop a painting from a drawing. -Use texture, patterns and washes. -Carry out preliminary studies, trying out different media and materials and mixing appropriate colours. 		<ul style="list-style-type: none"> -Use the techniques of dip dyeing, marbling and tie dyeing. -Layer and blend dyes. -Develop the skills of stitching, cutting and joining. -Experiment with resist techniques e.g. wax crayons/candle drawings covered with brush wash. -Use PVA as a resist. 		<ul style="list-style-type: none"> -Plan a collage, working from a sketch. -Add collage to a painted, printed or drawn background. -Use a range of media to create collages.

	<p>work using a single focal point and horizon.</p> <p>-Begin to develop an awareness of composition, scale and proportion in my work e.g. foreground, middle ground and background.</p>						
Year 6	<p>Drawing</p> <p>-Show space and distance in my drawing.</p> <p>-Use different techniques for different purposes i.e. shading, hatching within my own work.</p> <p>-Use soft, exploratory lines to plan a drawing.</p> <p>-Demonstrate an awareness of composition, scale and proportion in my work.</p> <p>-Begin to develop my own style using tonal contrast and mixed media.</p>	<p>Digital Media</p> <p>-Record, collect and store visual information using digital cameras and video recorders independently.</p> <p>-Create a layered image from original ideas e.g. sketch books.</p> <p>-Use a graphics package to create and manipulate new images.</p>	<p>Painting</p> <p>-Create imaginative work from a variety of sources e.g. observational drawing, themes, poetry, music.</p> <p>-Work with complementary colours.</p> <p>-Select media and materials independently in preliminary studies.</p> <p>-Demonstrate my awareness of composition, scale and proportion in my work.</p> <p>-Take responsibility for preparing, organising and</p>	Printing	Textiles	3D	Collage
					<p>-Experiment with batik.</p>	<p>-Shape, form, model and construct from observation or imagination.</p> <p>-Use recycled, natural and man-made materials to create sculptures.</p> <p>-Plan a sculpture through drawing and other preparatory work.</p>	<p>-Use different techniques, colours and textures etc. when designing and making pieces of work.</p>

			clearing away my painting area.				
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