



# Bandon Hill Primary School

## Art & Design Skills Progression

<b>Subject:</b> Art & Design	<b>Subject Leader/s:</b> Hazel Eveleigh (WF) & Naomi Witt (MF)
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Aspect	Key Stage 1		Lower Key Stage 2		Upper Key Stage 2	
	End of Y1 expectation	End of Y2 expectation	End of Y3 expectation	End of Y4 expectation	End of Y5 expectation	End of Y6 expectation
Sketch book	Record ideas and experiences in a sketch book or journal.	Make/use a simple sketchbook using a range of joining techniques including gluing, stapling and tying.	Make/use a simple sewn sketchbook using a range of papers and fabrics for different purposes.	Make/use a sketch book with mitred corners and a hard cover.	Make/use a sketch book that includes pockets and flaps.	Make own papers to use in a sketch book or journal.
Developing ideas	Draw from or talk about experiences, creative ideas and observations.	Develop ideas from a variety of starting points including the natural world, man-made objects, fantasy and stories.	Identify interesting aspects of objects as a starting point for work.	Select and record visual and other information to develop ideas on a theme.	Explain how the idea has developed over time.	Explain intentions when developing ideas, identifying any changes and improvements made as work progresses.
Selection	Describe the sensory properties of a range of different materials and decide which ones to use when making something.	Choose appropriate material and techniques for a given project.	Explain the purpose of a given task and identify the ideal materials and tools for the job.	Investigate, combine and organise visual and tactile qualities of materials and processes when making something.	Combine a range of media within a piece of work and explain the desired effect.	Describe how the techniques and themes used by other artists and genres have been developed in their own work.
Drawing	Use lines to represent a shape of outline.	Use line and tone to show shape, pattern and texture.	Use a range of drawing media to draw natural and man-made items, giving attention to pattern, shape and form.	Draw from close observation to capture fine details.	Use simple rules of perspective and drawings of figures and buildings.	Use a variety of media to represent light, shade, form, pattern and texture in a range of drawing work
Painting	Apply paint using a range of tools (e.g. large brushes, hands, feet, rollers, or pads etc)	Mix paint colours to suit a task	Copy and create patterns and textures with a range of paints.	Add textural materials to paint, to create a desired effect.	Use paint application techniques to create mood and atmosphere in a painting.	Use paint techniques characteristic of a specific genre (eg particular brush strokes, colours and paint application techniques)
3-D	Handle and manipulate	Use modelling materials	Use a range of	Add embellishments	Carve and sculpt	Create abstract forms

	rigid and malleable materials and say how they feel.	to create an imaginary or realistic form.	modelling materials and tools, choosing the one most appropriate to a given task.	and decorations to enhance a form or sculpture.	materials using a range of tools and finishing techniques (E.g. sanding, sketching and smoothing.)	choosing appropriate materials and tools, demonstrating the awareness and influence of a specific art genre.
Printmaking	Create simple mono prints using a range of printing utensils.	Create single and multi-coloured prints using a range of printing techniques.	Make repeat pattern prints for decorative purposes using various natural materials.	Use a motive and stencil to create a mono or repeat print.	Create a detailed block for printing using string, card, foam or lino.	Using digital software, create abstract prints which involve experimentation with colour, size, shape and repetition
Collage	Cut and tear paper and glue it to a surface.	Cut and tear fabrics and papers and attach them using different joining techniques.	Use a variety of materials to create a collage on a theme.	Create a photo montage of digital images to achieve a particular purpose.	Create a monochromatic collage which incorporates text.	Embellish a 3D form using collage groups (decoupage)
Photography	Take a self-portrait or photograph of someone else.	Use a zoom feature to show an object in detail.	Take photographs and explain their creative vision.	Take a picture from an unusual or thought provoking viewpoint.	Impose a photo with an emphasis on textural qualities, light and shade.	Combine images using digital technology, colour, size and rotation
Colour	Name primary colours and collate colours into groups of similar shades.	Select and match colours when painting from observation, explaining how different colours make them feel.	Create and use a palette of natural colours to paint an outdoor observation.	Use complimentary and contrasting colours for affect.	Add black and white to paint to create subtle tints and tones, light and shade.	Mix and use colour to reflect mood and atmosphere
Pattern	Create a simple pattern using colours and shapes.	Create patterns using natural materials (eg pebbles, sticks, shells, leaves and petals.)	Imprint a range of patterns into modelling materials (e.g clay, dough and papier mache).	Use bold colour and geometric shapes to create a graphic style print.	Use rubbing techniques (frottage art) to collect patterns and textures.	Use pattern to add detail, movement and interest to a piece of work
Line and tone	Use lines of different thickness.	Use tone to show light and shade	Use line to add surface detail to a drawing, print or painting.	Use one to emphasise form in drawing and painting.	Use cross hatching to add tonal detail.	Use pen and ink to add line, tone and perspective using a tonal ink wash
Form	Use modelling materials to create a realistic or imagined form.	Build simple thumb pots using clay, including rolling out clay on a board	Create natural forms such as shells, leaves, flowers and animals, showing an awareness of different viewpoints of the same object.	Use 3D materials to sculpt a human form.	Create cylindrical and spherical forms using a range of media and scales.	Use 3D shapes to create an abstract form or sculpture, juxtaposing individual components
Evaluating	Outline personal likes and dislikes regarding their own work.	Explain the main successes and challenges encountered when completing a piece of	Make suggestions for ways to adapt/improve their own artwork.	Comment on similarities/differences between own and others work, describing what they feel about	Compare and comment on ideas/ methods/ approaches in own and others work (relating to context).	Explain how studying other artists work has influenced and developed their own. Adapt and refine own

		artwork.		both.		work in the light of evaluations
Appreciating	Outline personal likes and dislikes regarding a piece of art.	Explain what they like / dislike about an artwork, comparing it with other pieces of art.	Use a range of artistic vocabulary to compare artworks or a particular genre or movement.	Compare and comment on a number of artworks on a similar theme, explaining the approaches taken by different artists or genres.	Explain how a piece of art wo5rk makes them feel, explaining cues by reference to effects (e.g. colour and pattern).	Describe and explain the ideas, methods and techniques used to create artwork on a particular theme or genre.