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| Pensilva Primary School – Art. Progression of Knowledge and Skills.  |
| EYFS  | Key Stage One Years 1 and 2  | Lower Key Stage TwoYears 3 and 4  | Upper Key Stage TwoYears 5 and 6  |
| PD –Progress towards a more fluent style of moving, with developing control and grace.Develop their small motor skills so that they can use a range of tools competently, safely and confidently.Use their core muscle strength to achieve a good posture when sitting at a table or sitting on the floor.PD ELG –Use a range of small tools, including scissors, paintbrushes and cutlery. | Develop ideas• Respond to ideas and starting points.• Explore ideas and collect visual information.• Explore different methods and materials asideas develop. | Develop ideas• Develop ideas from starting pointsthroughout 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. | Develop ideas• Develop and imaginatively extend ideas fromstarting points throughout the curriculum.• Collect information, sketches and resourcesand present ideas imaginatively in a sketchbook.• Use the qualities of materials to enhanceideas.• Spot the potential in unexpected results aswork progresses.• Comment on artworks with a fluent grasp ofvisual language. |
| EAD – Explore, use and refine a variety of artistic effects to express their ideas and feelings.Return to and build on their previous learning, refining ideas and developing their ability to represent them.Create collaboratively, sharing ideas, resources and skills.EAD ELG – Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.Share their creations, explaining the process they have used. | Master techniquesPainting• Use thick and thin brushes.• Mix primary colours to make secondary.• Add white to colours to make tints and blackto colours to make tones.• Create colour wheels. | Master techniquesPainting• Use a number of brush techniques using thickand thin brushes to produce shapes, textures,patterns and lines.• Mix colours effectively.• Use watercolour paint to produce washes forbackgrounds then add detail.• Experiment with creating mood with colour. | Master techniquesPainting• Sketch (lightly) before painting to combineline and colour.• Create a colour palette based upon coloursobserved in the natural or built world.• Use the qualities of watercolour and acrylicpaints to create visually interesting pieces.• Combine colours, tones and tints to enhancethe mood of a piece.• Use brush techniques and the qualities ofpaint to create texture.• Develop a personal style of painting, drawingupon ideas from other artists. |
|  | Master techniquesCollage• Use a combination of materials that are cut,torn and glued.• Sort and arrange materials.• Mix materials to create texture. | Master techniquesCollage• Select and arrange materials for a strikingeffect.• Ensure work is precise.• Use coiling, overlapping, tessellation, mosaicand montage. | Master techniquesCollage• Mix textures (rough and smooth, plain andpatterned).• Combine visual and tactile qualities.• Use ceramic mosaic materials and techniques. |
|  | Master techniquesSculpture• Use a combination of shapes.• Include lines and texture.• Use rolled up paper, straws, paper, card andclay as materials.• Use techniques such as rolling, cutting,moulding and carving. | Master techniquesSculpture• Create and combine shapes to createrecognisable forms (e.g. shapes made fromnets or solid materials).• Include texture that conveys feelings,expression or movement.• Use clay and other mouldable materials.• Add materials to provide interesting detail. | Master techniquesSculpture• Show life-like qualities and real-lifeproportions or, if more abstract, provokedifferent interpretations.• Use tools to carve and add shapes, textureand pattern.• Combine visual and tactile qualities.• Use frameworks (such as wire or moulds) toprovide stability and form. |
|  | Master techniquesDrawing• 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 | Master techniquesDrawing• Use different hardness’s 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 | Master techniquesDrawing• 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. |
|  | Master techniquesPrint• 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. | Master techniquesPrint• 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).• Make precise repeating patterns. | Master techniquesPrint• 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 |
|  | Master techniquesTextiles• Use weaving to create a pattern.• Join materials using glue and/or a stitch.• Use plaiting.• Use dip dye techniques. | Master techniquesTextiles• Shape and stitch materials.• Use basic cross stitch and back stitch.• Colour fabric.• Create weavings.• Quilt, pad and gather fabric. | Master techniquesTextiles• Show precision in techniques.• Choose from a range of stitching techniques.• Combine previously learned techniques to create pieces. |
|  | Master techniquesDigital Media• Use a wide range of tools to create different textures, lines, tones, colours and shapes. | Master techniquesDigital Media• Create images, video and sound recordings and explain why they were created. | Master techniquesDigital Media• Enhance digital media by editing (including sound, video, animation, still images and installations). |
|  | **Take inspiration from the greats**• Describe the work of notable artists,artisans and designers.• Use some of the ideas of artists studied tocreate pieces. | **Take inspiration from the greats**• Replicate some of the techniques used bynotable artists, artisans and designers.• Create original pieces that are influenced bystudies of others. | **Take inspiration from the greats**• Give details (including own sketches) aboutthe style of some notable artists, artisansand designers.• Show how the work of those studied wasinfluential in both society and to otherartists.• Create original pieces that show a range ofinfluences and styles. |