## Art & Design skills progression

Year 3	Drawing - Experiment with different grades of pencil & other implements - Plan, refine & alter their drawings as necessary - Use their sketchbooks to collect & record visual information from different sources - Draw for a sustained period of time at their own level - Use different media to achieve variations in line, texture, tone, colour, shape & pattern	Painting - Mix a variety of colours & know which primary colours make secondary colours - Use a developed colour vocabulary - Experiment with different effects & textures including blocking in colour, washes, thickened paint, etc - Work confidently on a range of scales eg. thin brush on small picture, etc	<b>3D Work</b> - Join clay adequately & work reasonably independently - Construct a simple clay base for extending & modelling other shapes - Cut & join wood safely & effectively - Plan, design & make models	Collage/ Textiles - Use a variety of techniques, including printing, dying, quilting, weaving, embroidery, paper & plastic trappings & applique - Name the tools & materials they have used - Develop skills in stitching, cutting & joining - Uses contrasting colours in stitching & weaving - Experiment with a range of media, eg. overlapping, layering, etc	Printing - Print using a variety of materials, objects & techniques, including layering - Talk about the processes used to produce a simple print - Explore pattern & shape, creating designs for printing	Photography - Become aware of photography as an art form - Collect photographs for a theme	Breadth of study - Work on their own & collaboratively with others , on projects in 2 & 3 dimensions & on different scales - Uses ICT in Art - Investigate art, craft & design in the locality & in a variety of genres, styles & traditions	Exploring & developing ideas (ONGOING) - Select & record from first hand observation, experience & inagination, & explore ideas for different purposes - Question & make thoughtful observations about starting points & select ideas to use in their work - Explore the roles & purposes of artists, craftspeople & designers working in different times & cultures	Evaluating & developing work (ONGOING) - Compare ideas, methods & approaches in their own & others' work & say what they think & feel about them - Adapt their work according to their views & describe how they might develop it further - Annotate work in sketchbooks
Year 4	Drawing - Make informed choices in drawing including paper & media - Alter & refine drawings & describe changes using art vocabulary - Collect images & information independently in a sketchbook - Use research to inspire drawings from memory & imagination - Explore relationships between line & tone, pattern & shape, line & texture	Painting - Make & match colours with increasing accuracy - Use more specific colour language, eg. tint, tone, shade, hue - Choose paints & implements appropriately - Plan & create different effects & textures with paint according to what they need for the task - Show increasing independence & creativity with the painting process	3D Work - Make informed choices about the 3D technique chosen - Show an understanding of shape, space & form - Plan, design, make & adapt models - Talk about their work understanding that it has been sculpted, modelled or constructed - Use a variety of materials	Collage/ Textiles - Match the tool to the material - Combine skills more readily - Choose collage or textiles as a means of extending work already achieved - Refine & alter ideas & explain choices using an art vocabulary - Collect visual information from a variety of sources, describing with vocabulary based on the visual & tactile elements - Experiment with paste resist	Printing - Research, create & refine a print using a variety of techniques - Select broadly the kinds of material to print with in order to get the effect they want - Resist printing including marbling, silkscreen & cold water paste	Photography - Be aware that there are famous or specialist photographers - Develop an awareness of scale, perspective, movement & colour in photography	Breadth of study - Work on their own & collaboratively with others , on projects in 2 & 3 dimensions & on different scales - Uses ICT in Art - Investigate art, craft & design in the locality & in a variety of genres, styles & traditions		
Year 5	Drawing - Use a variety of source material for their work - Work in a sustained & independent way from observation, experience & imagination - Use a sketchbook to develop ideas - Explore the potential properties of the visual elements, line, tone, pattern, texture, colour & shape	Painting - Demonstrate a secure knowledge about primary & secondary, warm & cold, complementary & contrasting colours - Work on preliminary studies to test media & materials - Create imaginative work from a variety of sources	<b>3D Work</b> - Describe the different qualities involved in modelling, sculpture & construction - Use recycled, natural & manmade materials to create sculpture - Plan a sculpture through drawing & other preparatory work	Collage/ Textiles - Join fabrics in different ways including stitching - Use different grades & uses of threads & needles - Extend their work within a specified technique - Use a range of media to create collage - Experiment with using batik safely	Printing - Explain a few techniques, including the use of poly- blocks, relief, mono & resist printing - Choose the printing method appropriate to task - Build up layers & colours/textures - Organise their work in terms of pattern, repetition, symmetry or random printing styles - Choose inks & overlay colours	Photography - Develop an awareness of mood, emotions & feelings in photography - Alter images through collage, jigsaws, positive & negative shapes	Breadth of study - Work on their own & collaboratively with others , on projects in 2 & 3 dimensions & on different scales - Uses ICT in Art - Investigate art, craft & design in the locality & in a variety of genres, styles & traditions	Exploring & developing ideas (ONGOING) - Select & record from first hand observation, experience & imagination, & explore ideas for different purposes - Question & make thoughtful observations about starting points &	Evaluating & developing work (ONGOING) - Compare ideas, methods & approaches in their own & others' work & say what they think & feel about them - Adapt their work according to their

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Year 6	Drawing - Demonstrate a wide variety of ways to make different marks with dry & wet media - Identify artists who have worked in a similar way to their own work - Develop ideas using different or mixed media, using a sketchbook - Manipulate & experiment with the elements of art: line, tone, pattern, texture, form, space, colour & shape	Painting - Create shades & tints using black & white - Choose appropriate paint, paper & implements to adapt & extend their work - Carry out preliminary studies, test media & materials & mix appropriate colours - Work from a variety of sources, including those researched independently - Show an awareness of how paintings are created (composition)	<b>3D Work</b> - Develop skills in using clay including slabs, coils, slips, etc - Make a mould & use plaster safely - Create a sculpture & constructions with increasing independence	Collage/ Textiles - Show an awareness of the potential of the uses of materials - Use different techniques, colours & textures, etc, when designing & making pieces of work - Be expressive & analytical to adapt, extend & justify their work	Printing - Describe varied techniques - Be familiar with layering prints - Be confident with printing on paper & fabric - Alter & modify work - Work relatively independently	Photography - Explore a variety of lenses - Be aware of the use of lenses & their effects on images - Explore the effect of light & magnification - Explore positive & negative effects	Breadth of study - Work on their own & collaboratively with others , on projects in 2 & 3 dimensions & on different scales - Uses ICT in Art - Investigate art, craft & design in the locality & in a variety of genres, styles & traditions	select ideas to use in their work - Explore the roles & purposes of artists, craftspeople & designers working in different times & cultures	views & describe how they might develop it further - Annotate work in sketchbooks
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