



Moorland Primary School – Progression of skills in Art & Design

SKILLS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<p>Practical skills:</p> <p>Exploring painting, sculpture, drawing, printmaking, photography, digital media.</p>	<p>Identify and use paints in the primary colours.</p> <p>Manipulate malleable materials by squeezing, pinching, pulling, pressing, rolling, modelling, flattening, poking, squashing and smoothing.</p> <p>Make simple prints and patterns using a range of liquids including ink and paint ink</p> <p>Draw or paint a place from memory, imagination or observation Design and make art to express ideas.</p> <p>Represent the human face, using drawing, painting or sculpture, from observation, imagination or memory with some attention to facial features.</p> <p>Use textural materials, including paper and fabric, to create a simple collage.</p> <p>Make transient art and pattern work using a range or combination of man-made and natural materials.</p> <p>Use soft and hard pencils to create different types of line and shape.</p>	<p>Identify and mix secondary colours.</p> <p>Press objects into a malleable material to make textures, patterns and imprints.</p> <p>Use the properties of various materials, such as clay or polystyrene, to develop a block print.</p> <p>Draw, paint and sculpt natural forms from observation, imagination and memory.</p> <p>Draw or paint features of landscape from memory, imagination or observation, with some attention to detail</p> <p>Make simple sketches to explore and develop ideas.</p> <p>Represent the human form, including face and features, from observation, imagination or memory.</p> <p>Create a range of textures using the properties of different types of paper.</p> <p>Use the properties of pencil, ink and charcoal to create different patterns, textures and lines, and explore shape, form and space.</p>	<p>Identify, mix and use contrasting coloured paints.</p> <p>Make a two-colour print.</p> <p>Create a 3-D form using malleable or rigid materials, or a combination of materials</p> <p>Draw, paint or sculpt a human figure in a variety of poses, using a range of materials, such as pencil, charcoal, paint and clay.</p> <p>Draw, collage, paint or photograph an urban landscape.</p> <p>Use and combine a range of visual elements in artwork.</p> <p>Use preliminary sketches in a sketchbook to communicate an idea or experiment with a technique.</p> <p>Add tone to a drawing by using linear and cross-hatching, scumbling and stippling.</p> <p>Weave natural or man-made materials on cardboard looms, making woven pictures or patterns.</p>	<p>Choose from a range of different materials, showing an understanding of their different characteristics.</p> <p>Develop techniques through experimentation to create different types of art.</p> <p>Combine a variety of printmaking techniques and materials to create a print on a theme.</p> <p>Use clay to create a detailed or experimental 3-D form.</p> <p>Use the properties of pen, ink and charcoal to create a range of effects in drawing.</p>	<p>Mix and use tints and shades of colours using a range of different materials, including paint. Use a range of materials to create imaginative and fantasy landscapes</p> <p>Produce creative work on a theme, developing ideas through a range of preliminary sketches or models.</p> <p>Create a relief form (using raised images) using a range of tools, techniques and materials.</p> <p>Record and edit natural forms, animals and landscapes with clarity, using digital photography and graphics software.</p> <p>Use pen and ink (ink wash) to add perspective, light and shade to a composition or model.</p> <p>Add text or printed materials to a photographic background</p> <p>Make and use paper to explore traditional crafting techniques.</p> <p>Explore and create expression in portraiture.</p>	<p>Gather, record and develop information from a range of sources to create a mood board or montage to inform their thinking about a piece of art.</p> <p>Create a 3-D form using malleable materials in the style of a significant artist, architect or designer.</p> <p>Use line, tone or shape to draw observational detail or perspective.</p> <p>Use the work of a significant printmaker to influence artwork.</p> <p>Combine the qualities of different materials including paper, fabric and print techniques to create textural effects</p>



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Theoretical History of art, tools, materials, aesthetics, art criticism	Communicate their ideas simply before creating artwork.	Describe similarities and differences between artwork on a common theme	Use nature and natural forms as a starting point for artwork.	Choose an interesting or unusual perspective or viewpoint for a landscape. Identify, mix and use warm and cool paint colours to evoke warmth or coolness in a painting. Explain the significance of art, architecture or design from history and create work inspired by it. Explore and develop three-dimensional art that uses the human form, using ideas from contemporary or historical starting points. Represent the detailed patterns found in natural phenomena, such as water, weather or animal skins.	Investigate and develop artwork using the characteristics of an artistic movement.	Create art inspired by or giving an environmental message. Use colour palettes and characteristics of an artistic movement or artist in artwork. Create innovative art that has personal, historic or conceptual meaning. Use distortion, abstraction and exaggeration to create interesting effects in portraiture or figure drawing.



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Subject specific knowledge Appreciation, Interpretation, Evaluation	<p>Describe and explore the work of a significant artist.</p> <p>Say what they like about their own or others' work using simple artistic vocabulary.</p> <p>Identify similarities and differences between two or more pieces of art.</p>	<p>Explain why a painting, piece of artwork, body of work or artist is important.</p> <p>Analyse and evaluate their own and others' work using artistic vocabulary.</p>	<p>Compare artists, architects and designers and identify significant characteristics of the same style of artwork, structures and products through time.</p> <p>Work in the style of a significant artist, architect, culture or designer.</p> <p>Make suggestions for ways to adapt and improve a piece of artwork.</p>	<p>Compare and contrast artwork from different times and cultures.</p> <p>Give constructive feedback to others about ways to improve a piece of artwork.</p>	<p>Compare and comment on the ideas, methods and approaches in their own and others' work.</p> <p>Review and revisit ideas and sketches to improve and develop ideas.</p> <p>Describe and discuss how different artists and cultures have used a range of visual elements in their work.</p>	<p>Compare and contrast artists' use of perspective, abstraction, figurative and conceptual art.</p> <p>Adapt and refine artwork in light of constructive feedback and reflection.</p> <p>Explain the significance of different artworks from a range of times and cultures and use elements of these to create their own artworks.</p>



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Early years history skills overview

Development Matters (3-4 year olds)	Development Matters (Reception children)	ELG
<p><i>Explore different materials freely, in order to develop their ideas about how to use them and what to make.</i></p> <p><i>Develop their own ideas and then decide which materials to use to express them.</i></p> <p><i>Join different materials and explore different textures.</i></p> <p><i>Create closed shapes with continuous lines, and begin to use these shapes to represent objects.</i></p> <p><i>Draw with increasing complexity and detail, such as representing a face with a circle and including details.</i></p> <p><i>Use drawing to represent ideas like movement or loud noises.</i></p> <p><i>Explore colour and colour mixing.</i></p> <p><i>Show different emotions in their drawings –happiness, sadness, fear etc.</i></p>	<p><i>Explore, use and refine a variety of artistic effects to express their ideas and feelings.</i></p> <p><i>Return to and build on their previous learning, refining ideas and developing their ability to represent them.</i></p> <p><i>Create collaboratively, sharing ideas, resources and skills</i></p>	<p><i>Creating with Materials</i> <i>Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.</i></p> <p><i>Share their creations, explaining the process they have used.</i></p> <p><i>Make use of props and materials when role playing characters in narratives and stories.</i></p>