

## **Progression of Skills in Art**

## Knowledge, skills and understanding is built around the following concepts:

- Develop ideas
- Master techniques
- Take inspiration from the greats

These key concepts underpin learning in each milestone. This enables pupils to reinforce and build upon prior learning, make connections and develop subject specific language. The vertical accumulation of knowledge and skills from Years 1 to 6 is mapped as follows:

Threshold Concept Key Skills	Milestone 1 Years 1 and 2	Milestone 2 Years 3 and 4	Milestone 3 Years 5 and 6
Develop Ideas	Respond to ideas and starting points.     Explore ideas and collect visual information.     Explore different methods and materials as ideas develop.	<ul> <li>Develop ideas from starting points throughout the curriculum.</li> <li>Collect information, sketches and resources.</li> <li>Adapt and refine ideas as they progress.</li> <li>Explore ideas in a variety of ways.</li> <li>Comment on artworks using visual language</li> </ul>	<ul> <li>Develop and imaginatively extend ideas from starting points throughout the curriculum.</li> <li>Collect information, sketches and resources and present ideas imaginatively in a sketch book.</li> <li>Use the qualities of materials to enhance ideas.</li> <li>Spot the potential in unexpected results as work progresses.</li> <li>Comment on artworks with a fluent grasp of visual language.</li> </ul>
Master Techniques: Painting	Use thick and thin brushes.     Mix primary colours to make secondary.     Add white to colours to make tints and black to colours to make tones.     Create colour wheels.	<ul> <li>Use a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines.</li> <li>Mix colours effectively.</li> <li>Use watercolour paint to produce washes for backgrounds then add detail.</li> <li>Experiment with creating mood with colour</li> </ul>	based upon colours observed in the natural or built world. • Use the qualities of watercolour and acrylic paints to create visually

				mood of a piece.  • Use brush techniques and the qualities of paint to create texture.  • Develop a personal style of painting, drawing upon ideas from other artists
Те	aster echniques: ollage	<ul> <li>Use a combination of materials that are cut, torn and glued.</li> <li>Sort and arrange materials.</li> <li>Mix materials to create texture</li> </ul>	materials for a striking effect. • Ensure work is precise. • Use coiling, overlapping, tessellation, mosaic and	<ul> <li>Mix textures (rough and smooth, plain and patterned).</li> <li>Combine visual and tactile qualities.</li> <li>Use ceramic mosaic materials and techniques</li> </ul>
Те	aster echniques: culpture	<ul> <li>Use a combination of shapes.</li> <li>Include lines and texture.</li> <li>Use rolled up paper, straws, paper, card and clay as materials.</li> <li>Use techniques such as rolling, cutting, moulding and carving.</li> </ul>	recognisable forms (e.g. shapes made from nets or solid materials).  Include texture that conveys feelings, expression or movement.  Use clay and other mouldable materials to provide.	<ul> <li>Show life-like qualities and real-life proportions or, if more abstract, provoke different interpretations.</li> <li>Use tools to carve and add shapes, texture and pattern.</li> <li>Combine visual and tactile qualities.</li> <li>Use frameworks (such as wire or moulds) to provide stability and form.</li> </ul>
Те	aster echniques: eawing	<ul> <li>Draw lines of different sizes and thickness.</li> <li>Colour (own work) neatly following the lines.</li> <li>Show pattern and texture by adding dots and lines.</li> <li>Show different tones by using coloured pencils</li> </ul>	hardnesses 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.	<ul> <li>Use a variety of techniques to add interesting effects (e.g. reflections, shadows, direction of sunlight).</li> <li>Use a choice of techniques to depict movement, perspective, shadows and reflection.</li> <li>Choose a style of drawing suitable for the work (e.g. realistic or impressionistic).</li> <li>Use lines to represent movement.</li> </ul>

Master Techniques: Print	<ul> <li>Use repeating or overlapping shapes.</li> <li>Mimic print from the environment (e.g. wallpapers).</li> <li>Use objects to create prints (e.g. fruit, vegetables or sponges).</li> <li>Press, roll, rub and stamp to make prints.</li> </ul>	Make printing blocks (e.g. from coiled string glued to a block).	<ul> <li>Build up layers of colours.</li> <li>Create an accurate pattern, showing fine detail.</li> <li>Use a range of visual elements to reflect the purpose of the work.</li> </ul>
Master Techniques: Textiles	<ul> <li>Use weaving to create a pattern.</li> <li>Join materials using glue and/or a stitch.</li> <li>Use plaiting.</li> <li>Use dip dye techniques</li> </ul>	Create weavings	<ul> <li>Show precision in techniques.</li> <li>Choose from a range of stitching techniques.</li> <li>Combine previously learned techniques to create pieces.</li> </ul>
Master Techniques: Digital Media	Use a wide range of tools to create different textures, lines, tones, colours and shapes.	<ul> <li>Create images, video and sound recordings and explain why they were created.</li> </ul>	• Enhance digital media by editing (including sound, video, animation, still images and installations).

Quigley's Essential Curriculum.