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


|  |  |  | mood of a piece. <br> - Use brush techniques and the qualities of paint to create texture. <br> - Develop a personal style of painting, drawing upon ideas from other artists |
| :---: | :---: | :---: | :---: |
| Master Techniques: Collage | - Use a combination of materials that are cut, torn and glued. <br> - Sort and arrange materials. <br> - Mix materials to create texture | - Select and arrange materials for a striking effect. <br> - Ensure work is precise. <br> - Use coiling, overlapping, tessellation, mosaic and montage | - Mix textures (rough and smooth, plain and patterned). <br> - Combine visual and tactile qualities. <br> - Use ceramic mosaic materials and techniques |
| Master Techniques: Sculpture | - Use a combination of shapes. <br> - Include lines and texture. <br> - Use rolled up paper, straws, paper, card and clay as materials. <br> - Use techniques such as rolling, cutting, moulding and carving. | - Create and combine shapes to create recognisable forms (e.g. shapes made from nets or solid materials). <br> - Include texture that conveys feelings, <br> expression or movement. <br> - Use clay and other mouldable materials. <br> - Add materials to provide interesting detail. | - Show life-like qualities and real-life proportions or, if more abstract, provoke different interpretations. <br> - Use tools to carve and add shapes, texture and pattern. <br> - Combine visual and tactile qualities. <br> - Use frameworks (such as wire or moulds) to provide stability and form. |
| Master Techniques: Drawing | - Draw lines of different sizes and thickness. <br> - Colour (own work) neatly following the lines. <br> - Show pattern and texture by adding dots and lines. <br> - Show different tones by using coloured pencils | - Use different hardnesses of pencils to show line, tone and texture. <br> - Annotate sketches to explain and elaborate ideas. <br> - Sketch lightly (no need to use a rubber to correct mistakes). <br> - Use shading to show light and shadow. <br> - Use hatching and cross hatching to show tone and texture. | - Use a variety of techniques to add interesting effects (e.g. reflections, shadows, direction of sunlight). <br> - Use a choice of techniques to depict movement, perspective, shadows and reflection. <br> - Choose a style of drawing suitable for the work (e.g. realistic or impressionistic). <br> - Use lines to represent movement. |



| Take inspiration from the greats | - Describe the work of notable artists, artisans and designers. <br> - Use some of the ideas of artists studied to create pieces | - Replicate some of the techniques used by notable artists, artisans and designers. <br> - Create original pieces that are influenced by studies of others. | - Give details (including own sketches) about the style of some notable artists, artisans and designers. <br> - Show how the work of those studied was influential in both society and to other artists. <br> - Create original pieces that show a range of influences and styles. |
| :---: | :---: | :---: | :---: |

Disclaimer: This has been developed with reflection upon the National Curriculum (2014) and Chris Quigley's Essential Curriculum.

