Art Progression of Skills KS2



KS2 Areas of study

I To create sketch books to record their observations and use them to review and revisit ideas

To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]
 Learn about great artists, architects and designers in history.

	Key Unit o	of Study			
Exploring and developing ideas.	Year 3		 Year 4 Continue to practise and develop the use of a sketchbook. Develop questions to ask when looking at a range of artwork to demonstrate their inquisitiveness. Gather and review a range of work from artists, craftspeople and designers working in different times and cultures. 	Year 5	Year 6 Investigate, research and Question and make thouse select ideas and processes Look at a rage of source artists, craftspeople and d Annotate work in a sketo
(on going)	 Use a sketchbook to record observations, different media and colour explorations for future works. Ask questions about works from artists, craftspeople and designers in different times and cultures. Respond to art from other cultures and periods of time. 			 Begin to feel a sense of ownership over a sketchbook Question and make thoughtful observations based on work from artists, craftspeople and designers working in different times and cultures. Research and develop my own personal ideas. 	
Evaluating and developing work. (on going)	 Share and discuss photographs to present their work. Share and discuss problems and solutions and options for next time. Image: State S		 Discuss their own and others work, sharing thoughts, feelings and using knowledge of artists and their techniques. Adapt their work according to their views. 	 Compare different approaches in theirs and others work. Adapt their work according to their views and describe how they might develop it further. Present their work in retrospect for an audience 	 Present their work in ref Discuss, review and make expressing thought and fe
Drawing	 Experiment with different grades of pencil in sketchbooks. Create initial sketches for a painting. Use different drawing tools to achieve variations in line, texture, tone, shape and pattern. Begin to show an awareness of facial features in drawing. 		 Explore drawing lines, patterns and textures with a variety of media. Use drawing as a starting point for creating pieces of artwork. Draw for a sustained period. Create accurate observational drawings. Develop an understanding of still life. 	 Use different drawing techniques for different purposes within a piece. E.g. shading, hatching. Consider large scaled up drawings, possibly using a view finder. Develop their understanding of perspective. Draw in a sustained and independent way to create detailed drawings. Show the impact of light upon an object when drawing. 	 Draw observationally an own choice. Demonstrate a wide var wet media for different pu Develop ideas using mix Select and manipulate a outcome.
Painting	 Mix a variety of colours and know which primary colours make secondary colours. Begin to explore the colour wheel, considering complimentary colours and different colour combinations. Create tones and tints using white and black. Explore a variety of media to create colour (water colour paint, poster paint, acrylic, ink, pastels, crayon etc.) 		 Start to develop a painting from their drawing. Use a sketchbook to plan the colours/brushes they will use. Mix colours, shades and tones with increasing confidence. Explain how they are influenced by the style of an artist. 	 Demonstrate a secure knowledge about primary and secondary, warm and cold, complementary colours. Begin to mix and match colours to create atmosphere and mood/emotion. Confidently control the types of mark made with effects and textures including: washes, blocking in colour, thickening and layering. Select colours for a purpose, explaining choices. 	 Choose appropriate pair their work. Carry out preliminary str appropriate colours. Experiment and control Work in a sustained and painting.
3D form	 Explore simple techniques when using clay. Explore how to join different materials together successfully using adhesive materials. Create models using direct observation and imagination. 		 Discuss the work of other sculptors and explain how they have been influenced by them. Add decoration to 3D work including more intricate surface patterns. Use clay to create a sculpture and use hatching and slip to join parts together. 	 Allow sketchbook work to inform 3D pieces. Begin to recognise sculptural forms within the environment, e.g. architecture, furniture. Gain experience in relief/free standing sculptures. Begin to recognise problems and adapt work where necessary. 	 Create sculpture and co independent choices abou Construct sculptures usi objects. Demonstrate knowledge Recognise problems and from other sculptors.
Printing	 Explore monoprinting further, using different designs, colours and shapes. Compare mono and relief printing to produce clean printed images. 		 Begin to experiment with multi-layer printing. Create a print that uses more than one coloured overlay. Create a repeating pattern using printing. 	 Confidently choose inks and overlay colours in a multi- layer print. Experience printmaking on different surfaces. Begin to explore mixed media when print making. 	 Build up mixed media pi Produce prints for fabric Demonstrate independent most appropriate for their
Collage	 Use a range of materials to cut, tear and overlap. Experiment with overlapping and mosaic. Plan and create a final piece that uses overlapping or mosaic. 		 Use collage as a way to collect ideas for a project Find and create materials that create a texture of their choice. Select textures, patterns and colours to add to a collage. 	 Begin to combine different art forms in a mixed media piece. E.g. adding collage to a sculpture or using a collage as a background for a painting/print. Explore montage as a collage technique. 	Combine different art fo Independently select a r

and test own ideas in a sketchbook. houghtful observations about starting points and sees to use in their work. rce material to explore the roles and purposes of d designers working in different times and cultures.

ketchbook

retrospect and share what has inspired you. nake comparisons within theirs and others work, I feelings and explaining their views.

and imaginatively using media and surfaces of their

variety of ways to make different marks with dry and t purposes.

nixed media.

e appropriate media and techniques for a specific

paint, paper and implements to adapt and extend

studies, test media and materials and mix

rol tone, shade, texture and mood when painting. and independent way to develop their own style in

constructions with increasing complexity, making bout the materials and tools to be used. using a variety of natural, man-made and recycled

dge of way to finish off work, e.g. paint, polish, glaze. and adapt work where necessary, taking inspiration

a pieces involving prints.

oric or wallpaper.

ndence in a range of printmaking styles, choosing the neir own piece of artwork.

t forms in a mixed media piece. a range of media to produce a collaged image