

SKILLS DEVELOPMENT IN ART & DESIGN

LO: TO DEVELOP IDEAS, TO MASTER TECHNIQUES, TO TAKE INSPIRATION FROM THE GREATS (CLASSIC & MODERN)

Key stage 1

Pupils should be taught:

- ♣ to use a range of materials creatively to design and make products
- ♣ to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination
- ♣ to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space
- ♣ about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.

Key stage 2

Pupils should be taught to develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.

Pupils should be taught:

- ♣ 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]
- ♣ about great artists, architects and designers in history.

	1	2	3	4	5	6
To develop ideas	Respond to ideas and starting points.	Explore different methods and materials as ideas develop.	Develop ideas from starting points throughout the curriculum.	Adapt, explore and refine ideas as they progress.	Develop and imaginatively extend ideas from starting points throughout the curriculum.	Use the qualities of materials to enhance ideas.
	Explore ideas and collect visual information.	Share ideas, experiences and imagination.	Collect information, sketches and resources and present ideas imaginatively in a sketch book.		Use sketchbooks to review and revisit ideas.	Spot the potential in unexpected results as work progresses.
Painting	Use thick and thin brushes.	Add white to colours to make tints and black to colours to make tones.	Use a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines.	Use watercolour paint to produce washes for backgrounds then add detail.	Sketch (lightly) before painting to combine line and colour.	Use the qualities of watercolour and acrylic paints to create visually interesting pieces.
	Mix primary colours to make secondary.	Create colour wheels.	Mix colours effectively.	Experiment with creating mood with colour.	Create a colour palette based upon colours observed in the natural or built world.	Combine colours, tones and tints to enhance the 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.
Collage	Use a combination of materials that are cut, torn and glued.	Mix materials to create texture.	Select and arrange materials for a striking effect.	Use coiling, overlapping, tessellation, mosaic and montage.	Combine visual and tactile qualities.	Mix textures (rough and smooth, plain and patterned).
	Sort and arrange materials.				Use ceramic mosaic materials and techniques.	
Sculpture	Use a combination of shapes.	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).	Include texture that conveys feelings, expression or movement.	Show life-like qualities and real-life proportions or, if more abstract, provoke different interpretations.	Combine visual and tactile qualities.

		Include lines and texture.	Use clay and other mouldable materials.	Add materials to provide interesting detail.	Use tools to carve and add shapes, texture and pattern.	Use frameworks (such as wire or moulds) to provide stability and form.
Drawing	Draw lines of different sizes and thickness.	Show pattern and texture by adding dots and lines.	Sketch lightly (no need to use a rubber to correct mistakes).	Use different hardnesses of pencils to show line, tone and texture.	Use a variety of techniques to add interesting effects (e.g. reflections, shadows, direction of sunlight).	Use a choice of techniques to depict movement, perspective, shadows and reflection.
	Colour (own work) neatly following the lines.	Show different tones by using coloured pencils.	Use shading to show light and shadow.	Use hatching and cross hatching to show tone and texture.	Choose a style of drawing suitable for the work (e.g. realistic or impressionistic).	Use lines to represent movement.
Print	Use repeating patterns or overlapping shapes.	Mimic print from the environment (e.g. wallpapers).	Use layers of two or more colours.	Replicate patterns observed in natural or built environments.	Build up layers of colours.	Create an accurate pattern, showing fine detail.
	Use objects to create prints (e.g. fruit, vegetables or sponges).	Press, roll, rub and stamp to make prints.	Make precise repeating patterns.	Make printing blocks (e.g. from coiled string glued to a block).	Use a range of visual elements to reflect the purpose of the work.	
Textiles	Use weaving to create a pattern.	Use plaiting.	Shape and stitch materials.	Use basic cross stitch and back stitch.	Show precision in techniques.	Choose from a range of stitching techniques.
	Join materials using glue and/or a stitch.	Use dip dye techniques.	Create weavings.	Quilt, pad and gather fabric.	Combine previously learned techniques to create pieces.	
Digital media	Use a wide range of tools to create different textures, lines, tones, form, space, colours and shapes.		Create images, video and sound recordings and explain why they were created.		Enhance digital media by editing (including sound, video, animation, still images and installations).	
To take inspiration from the greats (classic and modern)	Describe the work of notable artists, artisans and designers. Use some of the ideas of artists studied to create pieces.		Replicate some of the techniques used by notable artists, artisans and designers throughout history. • 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 in history.	
	Compare work observed and link to their own work.				Create original pieces that show a range of influences and styles.	