

## Art and Design KS2 Skills Progression

<b>Big idea</b>	<b>Aspect</b>	<b>Year 3</b>	<b>Year 4</b>	<b>Year 5</b>	<b>Year 6</b>
<b><u>Humankind</u></b>	<b>Human form</b>	Draw, paint or sculpt a human figure in a variety of poses, using a range of materials, such as pencil, charcoal, paint and clay.	Explore and develop three-dimensional art that uses the human form, using ideas from contemporary or historical starting points.	Explore and create expression in portraiture.	Use distortion, abstraction and exaggeration to create interesting effects in portraiture or figure drawing.
<b><u>Creativity</u></b>	<b>Creation</b>	Use and combine a range of visual elements in artwork.	Develop techniques through experimentation to create different types of art.	Produce creative work on a theme, developing ideas through a range of preliminary sketches or models.	Create innovative art that has personal, historic or conceptual meaning.
	<b>Generation of ideas</b>	Use preliminary sketches in a sketchbook to communicate an idea or experiment with a technique.	Create a series of sketches over time to develop ideas on a theme or mastery of a technique.	Review and revisit ideas and sketches to improve and develop ideas.	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.
	<b>Evaluation</b>	Make suggestions for ways to adapt and improve a piece of artwork.	Give constructive feedback to others about ways to improve a piece of artwork.	Compare and comment on the ideas, methods and approaches in their own and others' work.	Adapt and refine artwork in light of constructive feedback and reflection.
<b><u>Materials</u></b>	<b>Malleable materials</b>	Create a 3-D form using malleable or rigid materials, or a combination of materials.	Use clay to create a detailed or experimental 3-D form.	Create a relief form using a range of tools, techniques and materials.	Create a 3-D form using malleable materials in the style of a significant artist, architect or designer.
	<b>Paper and fabric</b>	Weave natural or man-made materials on cardboard looms, making woven pictures or patterns.	Use a range of stitches to add detail and texture to fabric or mixed-media collages.	Make and use paper to explore traditional crafting techniques.	Combine the qualities of different materials including paper, fabric and print techniques to create textural effects.
	<b>paint</b>	Identify, mix and use contrasting coloured paints.	Identify, mix and use warm and cool paint colours to evoke warmth or coolness in a painting.	Mix and use tints and shades of colours using a range of different materials, including paint.	Use colour palettes and characteristics of an artistic movement or artist in artwork.
	<b>Printing</b>	Make a two-colour print.	Combine a variety of printmaking techniques and materials to create a print on a theme.	Add text or printed materials to a photographic background.	Use the work of a significant printmaker to influence artwork.
	<b>Pencil, ink, charcoal and pen</b>	Add tone to a drawing by using linear and cross-hatching, scumbling and stippling.	Use the properties of pen, ink and charcoal to create a range of effects in drawing.	Use pen and ink (ink wash) to add perspective, light and shade to a composition or model.	Use line, tone or shape to draw observational detail or perspective.
<b><u>Nature</u></b>	<b>Natural art</b>	Use nature and natural forms as a starting point for artwork.	Represent the detailed patterns found in natural phenomena, such as water, weather or animal skins.	Record and edit natural forms, animals and landscapes with clarity, using digital photography and graphics software.	Create art inspired by or giving an environmental message.
<b><u>Place and space</u></b>	<b>Landscapes</b>	Draw, collage, paint or photograph an urban landscape.	Choose an interesting or unusual perspective or viewpoint for a landscape.	Use a range of materials to create imaginative and fantasy landscapes.	Draw or paint detailed landscapes that include perspective.

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<b><u>Comparison</u></b>	<b>Compare and contrast</b>	Compare artists, architects and designers and identify significant characteristics of the same style of artwork, structures and products through time.	Compare and contrast artwork from different times and cultures.	Describe and discuss how different artists and cultures have used a range of visual elements in their work.	Compare and contrast artists' use of perspective, abstraction, figurative and conceptual art.
<b><u>Significance</u></b>	<b>Significant people, artwork and movements</b>	Work in the style of a significant artist, architect, culture or designer.	Explain the significance of art, architecture or design from history and create work inspired by it.	Investigate and develop artwork using the characteristics of an artistic movement.	Explain the significance of different artworks from a range of times and cultures and use elements of these to create their own artworks.

