

Progression in Art and Design Skills Year Upper Key Stage 2					
Exploring and Developing Ideas			Evaluating and Developing Work		
Select and record from first hand observation, experience and imagination, and explore ideas for different purposes.  Question and make thoughtful observations about starting points and select ideas to use in their work. Explore the roles and purposes of artists, craftspeople and designers working in different times and cultures.			Compare ideas, methods and approaches in their own and others’ work and say what they think and feel about them.  Adapt their work according to their views and describe how they might develop it further. Annotate work in a journal.		
Drawing					
Work from a variety of sources including observation, photographs and digital images. Work in a sustained and independent way to create a detailed drawing. Develop close observation skills using a variety of view finders. Use a journal to collect and develop ideas. Identify artists who have worked in a similar way to their own work.		<u>Lines, Marks, Tone, Form &amp; Texture</u> Use dry media to make different marks, lines, patterns and shapes within a drawing. Experiment with wet media to make different marks , lines, patterns, textures and shapes.  Explore colour mixing and blending techniques with coloured pencils. Use different techniques for different purposes i.e. shading, hatching within their own work.  Start to develop their own style using tonal contrast and mixed media.		<u>Perspective and Composition</u> Begin to use simple perspective in their work using a single focal point and horizon. Begin to develop an awareness of composition, scale and proportion in their paintings e.g. foreground, middle ground and background. Show an awareness of how paintings are created ie. Composition.	
Digital Media	Painting	Printing	Textiles	3-D	Collage
Record, collect and store visual information using digital cameras etc  Present recorded visual images using software e.g. Photostory, Powerpoint  Use a graphics package to create and manipulate new images  Be able to Import an image (scanned, retrieved, taken) into a graphics package  Understand that a digital image is created by layering Create layered images from original ideas	Develop a painting from a drawing  Carry out preliminary studies, trying out different media and materials and mixing appropriate colours  Create imaginative work from a variety of sources e.g. observational drawing, themes, poetry, music  <u>Colour</u> Mix and match colours to create atmosphere and light effects  Be able to identify and work with complementary and contrasting colours	Create printing blocks by simplifying an initial journal idea  Use relief or impressed method  Create prints with three overlays  Work into prints with a range of media e.g. pens, colour pens and paints	Use fabrics to create 3D structures  Use different grades of threads and needles  Experiment with batik techniques  Experiment with a range of media to overlap and layer creating interesting colours and textures and effects	Shape, form, model and construct from observation or imagination  Use recycled, natural and man-made materials to create sculptures  Plan a sculpture through drawing and other preparatory work  Develop skills in using clay inc. slabs, coils, slips, etc  Produce intricate patterns and textures in a malleable media	Add collage to a painted, printed or drawn background  Use a range of media to create collages  Use different techniques, colours and textures etc when designing and making pieces of work  Use collage as a means of extending work from initial ideas