

Progression in Art and Design Skills Year Upper Key Stage 2

Exploring and Developing Ideas

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.

Evaluating and Developing Work

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.

Lines, Marks, Tone, Form & Texture
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.

Perspective and Composition
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 i.e. Composition.

| Digital Media | Painting | Printing | Textiles | 3-D | Collage |
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| Record, collect and store visual information using digital cameras etc | Develop a painting from a drawing | Create printing blocks by simplifying an initial journal idea | Use fabrics to create 3D structures | Shape, form, model and construct from observation or imagination | Add collage to a painted, printed or drawn background |
| Present recorded visual images using software e.g. Photostory, Powerpoint | Carry out preliminary studies, trying out different media and materials and mixing appropriate colours | Use relief or impressed method | Use different grades of threads and needles | Use recycled, natural and man-made materials to create sculptures | Use a range of media to create collages |
| Use a graphics package to create and manipulate new images | Create imaginative work from a variety of sources e.g. observational drawing, themes, poetry, music | Create prints with three overlays | Experiment with batik techniques | Plan a sculpture through drawing and other preparatory work | Use different techniques, colours and textures etc when designing and making pieces of work |
| Be able to Import an image (scanned, retrieved, taken) into a graphics package | <u>Colour</u> Mix and match colours to create atmosphere and light effects | Work into prints with a range of media e.g. pens, colour pens and paints | Experiment with a range of media to overlap and layer creating interesting colours and textures and effects | Develop skills in using clay inc. slabs, coils, slips, etc | Use collage as a means of extending work from initial ideas |
| Understand that a digital image is created by layering Create layered images from original ideas | Be able to identify and work with complementary and contrasting colours | | | Produce intricate patterns and textures in a malleable media | |

Advised CURRICULUM COVERAGE
Maximum 3 media per year