

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
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	Be able to identify and work with complementary and contrasting colours			Produce intricate patterns and textures in a malleable media	
Create layered images from original ideas					

Advised CURRICULUM COVERAGE Maximum 3 media per year