

Art and Design Progression of Skills

Upper Key Stage Two

Exploring and Developing Ideas (<i>ongoing</i>)				Evaluating and Developing Work (<i>ongoing</i>)		
<p>Select and record from first hand observation, experience and imagination, and explore ideas for different purposes.</p> <p>Question and make thoughtful observations about starting points and select ideas and processes to use in their work.</p> <p>Explore the roles and purposes of artists, craftspeople and designers working in different times and cultures.</p>				<p>Compare ideas, methods and approaches in their own and others' work and say what they think and feel about them.</p> <p>Adapt their work according to their views and describe how they might develop it further.</p>		
	Drawing	Painting	Printing	Textiles/Collage	3D Form	Digital Media
Upper KS2	<p>Use a variety of source material for their work.</p> <p>Work in a sustained and independent way from observation, experience and imagination.</p> <p>Use a sketchbook to develop ideas.</p> <p>Explore the potential properties of the visual elements, line, tone, pattern, texture, colour and shape. Identify artists who have worked in a similar way to their own.</p>	<p>Demonstrate a secure knowledge about primary and secondary, warm and cold, complementary and contrasting colours.</p> <p>Work on preliminary studies to test media and materials.</p> <p>Create imaginative work from a variety of sources.</p>	<p>Explain a few techniques, including foam and block printing.</p> <p>Choose the printing method appropriate to the task.</p> <p>Organise their work in terms of pattern, repetition, symmetry or random printing styles.</p>	<p>Join materials in different ways.</p> <p>Extend their work within a specified techniques including cutting, tearing, folding, layering paper.</p> <p>Use a range of media to create collage.</p>	<p>Describe the different qualities involved in modelling, sculpture and construction.</p> <p>Plan a sculpture through drawing and other preparatory work.</p> <p>Develop skills in paper craft using techniques such as folding, rolling, tearing, cutting and layering</p>	<p>Record, collect and store images using digital cameras.</p> <p>Present visual images using software eg photostory, PowerPoint.</p> <p>Use a graphics package to create and manipulate their images.</p> <p>Import an image (scanned, retrieved, taken) into a graphics package.</p> <p>(Computing lessons)</p>