

Art and Design Progression of Skills

Lower 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 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
Lower KS2	<p>Experiment with different grades of pencil and other implements.</p> <p>Plan, refine and alter their drawings as necessary.</p> <p>Use their sketchbook to collect and record visual information from different sources.</p> <p>Draw for a sustained period of time.</p> <p>Use different media to achieve variations in line, texture, tone, colour, shape and pattern.</p>	<p>Mix a variety of colours and know about complimentary colours from opposite sides of the colour wheel.</p> <p>Use a developed colour vocabulary.</p> <p>Experiment with different effects and textures including blocking in colour, washes, thickened paint etc.</p> <p>Work confidently on a range of scales eg. thin brush on small picture etc.</p>	<p>Print using a variety of materials, objects and techniques.</p> <p>Talk about the processes used to produce a simple print.</p> <p>To explore pattern and shape, creating designs for printing.</p>	<p>Use a variety of techniques sewing and embroidery,</p> <p>Name the tools and materials they have used.</p> <p>Develop skills in stitching, cutting and joining.</p> <p>Experiment with a range of media e.g. overlapping, layering etc.</p>	<p>Plan, design and make models.</p> <p>Use a variety of materials to create a sculpture using paper, wood, wire, cardboard and papier mache.</p>	<p>Record and collect images using digital cameras.</p> <p>Use a graphics package to create images and effects with lines by controlling the brush tool with increased precision.</p> <p>(Computing lessons)</p>