

Art - Specific Skills and Knowledge

	A Year 3 Artist will:	A Year 4 Artist will:	A Year 5 Artist will:	A Year 6 Artist will:
Drawing	<ul style="list-style-type: none"> Experiment with various pencils Use a sketchbook to document and develop ideas Draw from observation and imagination Experiment with mark making using alternative tools Create initial sketches for painting Begin to draw with accuracy Discuss shadows, light and dark Have an awareness of how pattern can be used to create texture 	<ul style="list-style-type: none"> Consider scale and proportion Create accurate observational drawings Work on a variety of scales Produce drawings using IT Identify and draw the effect of light Draw for a sustained period of time Collect and record visual information Plan and collect source material Develop techniques to create intricate patterns—range of media 	<ul style="list-style-type: none"> Work in a sustained and independent way to create an accurate, detailed drawing. Develop key elements of their work (line, tone, pattern, texture) Draw from different viewpoints considering horizon lines Begin to consider perspective Use different techniques for purpose eg. different styles of shading Work from a variety of sources including observation and photographs to develop own work 	<ul style="list-style-type: none"> Select appropriate media and techniques to achieve a specific outcome Develop their own style Draw for a sustained period of time Use tone in drawings to achieve depth Develop drawings with perspective and focal points Adapt drawings according to evaluations and discuss further developments
Painting	<ul style="list-style-type: none"> Make tints of one colour by adding white Darken / lighten colours without using black / white Mix / create colour for use on a large scale. (wash) Explore a variety of media to create colour (paint, crayon, coloured pencil, textiles, ink, pastels etc) Demonstrate increasing controls of the types of marks made to create certain effects 	<ul style="list-style-type: none"> Make tints, tones and shades using white, grey and black Observe colour and suggest why it has been used Independently choose the right paint or equipment for the task Select colour to reflect mood Explore different brush strokes and why / when they might be used Begin to discuss how they are influenced by the work of other artists 	<ul style="list-style-type: none"> Make and discuss hue, tint, tone, shade and mood Mix colours, shades, tones, tints with confidence, building on previous knowledge Select colour for purpose explaining choices Discuss how colour can be used to express ideas, feelings and mood. Confidently control the types of marks made and experiment with different effects and textures 	<ul style="list-style-type: none"> Select colour to express feelings Discuss harmonious and contrasting colours and their placement on the colour wheel Work in a sustained and independent way, developing own style Purposefully control the types of marks, brushstrokes used to create desired effect Use colours and brushstrokes to create atmosphere and light effects
Sculpture	<ul style="list-style-type: none"> Plan, shape, mould and make constructions from different materials Understand the different adhesives and methods used in construction Consider and discuss aesthetics Produce more intricate surface patterns using a range of processes Show an awareness of how texture, form and shape can be transferred from 2D to 3D Model over an armature 	<ul style="list-style-type: none"> Discuss the work of other sculptors and architects and how these have influenced their own work / designs Work in a safe, organised way, caring for equipment. Secure work to continue at a later date Make slip to join and secure pieces of clay together Adapt work when necessary and explain why. Demonstrate awareness in environmental sculpture 	<ul style="list-style-type: none"> Develop an understanding of different ways of finishing work (e.g. glaze, paint, polish, varnish) Understand that a range of media can be selected (due to their properties) for different purposes Independently recognise problems and adapt work when necessary – taking inspiration from other sculptors 	<ul style="list-style-type: none"> Recognise sculptural forms in the environment and use these as inspiration for their own work Demonstrate experience in relief and freestanding work using a range of media Independently select sculpture as a method of producing work, if this fits the criteria of the task Confidently carve a simple form

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Printing	<ul style="list-style-type: none"> Design and create a repeated relief print considering background paper Use sketchbooks to explore and develop prints making changes where needed Understand the difference between repeat printing and mono printing 	<ul style="list-style-type: none"> Design and create a Collograph print using a range of materials Explore the process of mono printing Demonstrate an awareness of printing with multiple colours Demonstrate an awareness of printing onto fabric and consider the difference to printing onto paper 	<ul style="list-style-type: none"> Gain experience in overlaying colours Start to overlay prints with other media Continue to experience combining prints to produce an end piece Explore, experiment, plan and collect source material for future work 	<ul style="list-style-type: none"> Use Thermofax screens to explore screen printing Combine different printing techniques within the same piece of artwork Use print as a starting point to embroidery
Collage	<ul style="list-style-type: none"> Understand the properties of different glues and how these can be used to fix materials together Use collage as a means of collecting ideas and information to build a visual brainstorm Collect and select textured papers to form a collaged image 	<ul style="list-style-type: none"> Develops experience in embellishing, using more advanced joining techniques Experiment with a range of collage techniques such as tearing, overlapping and layering to create collaged images 	<ul style="list-style-type: none"> To create a photomontage using given photographs from a range of sources Add collage to a painted, printed or drawn background to enhance work 	<ul style="list-style-type: none"> Use collage as a means of extending work from initial ideas Independently select a range of media to produce a collaged image
Textiles (DT crossover)	<ul style="list-style-type: none"> Use a variety of techniques eg. printing, dyeing, weaving and stitching to create different textural effects Begin to apply decorations using beads, buttons etc Show experience in changing and modifying threads and fabrics – knotting, fraying, fringing, twisting 	<ul style="list-style-type: none"> Become confident with a range of stitches to stitch a range of fabrics together Record textile explorations and experimentation as well as trying out ideas Change and modify threads and fabrics, use language appropriate to skill and technique 	<ul style="list-style-type: none"> Show experience in painting, printing and dyeing fabric Demonstrate experience in combining techniques to produce an end piece – embroidery over tie dye Show an awareness of skills involved in techniques such as knitting, crochet, lace making 	<ul style="list-style-type: none"> Experiment in a range of techniques, exploring ideas in sketchbooks Use a number of different stitches creatively to produce different patterns and textures Design and create a textile piece, independently using a range of techniques Weave using paintings and photographs as a stimulus
Digital Media	<ul style="list-style-type: none"> Use a graphics package or app to create images using different tools and effects with increased precision To have experience of using a green screen to create a digital image Extend knowledge of photography 	<ul style="list-style-type: none"> Experiment with colours and textures by making an appropriate choice of special effects and simple filters to manipulate and create images for a particular purpose Begin to use digital media to record and evaluate a creative learning journey 	<ul style="list-style-type: none"> Confidently use a graphics package or app to create and manipulate images using a wider range of digital tools Understand that a digital image can be made up of different layers Create layered images from original ideas 	<ul style="list-style-type: none"> Use digital media as a means of extending work from initial ideas Use digital media in order to self-evaluate the creative learning journey Present personal ideas and choices using a range of digital media