

Art and Design Progression of Skills - Mastering Techniques							
	<u>Painting</u>	<u>Collage</u>	<u>Sculpture</u>	<u>Drawing</u>	<u>Print</u>	<u>Textiles</u>	<u>Digital Media</u>
Y1	Learn to use thick and thin brushes appropriately. Mix primary colours to make secondary. e.g. Kandinsky, Klimt, Hockney	Use a combination of materials that are cut, torn and glued. Sort and arrange materials. e.g. Paul Klee	Use a combination of shapes. Include lines and texture. Use materials such as rolled up paper, straws, paper, card and clay. e.g. Andy Goldsworthy	Draw lines of different sizes and thickness. Colour (own work) neatly following the lines. Show pattern and texture by adding dots and lines. e.g. Durer, Da Vinci	Use objects to create prints (e.g. fruit, vegetables or sponges). Use repeating or overlapping shapes. Mimic print from the environment (e.g. wallpapers). Hokusai	Join materials using glue. Usedip dye techniques. Eg Ashley, African/Indian	Use a range of tools to create different lines, colours and shapes.
Y2	Add white to colours to make tints and black to colours to make shades. Create colour wheels. e.g. Pollock, Marc, Riley, Monet, Aboriginal	Mix materials to create texture. e.g. Paul Klee	Use techniques such as rolling, cutting, moulding and carving. e.g. Richard Long	Show different tones by using coloured pencils and experiment with other media eg chalk, charcoal and pastels. e.g. Cezanne, Van Gogh, Seurat	Press, roll, rub and stamp to make prints. Hiroshige, Escher	Use weaving to create a pattern. Join materials using stitching. Use plaiting. e.g. Fassett, African/Indian	Use a wide range of tools to create different textures, lines, tones, colours and shapes.
Y3	Use a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines. Mix colours effectively. e.g. Rothko, Kandinsky, Warhol, Rivera, Indian Miniatures, O'Keefe,	Experiment with and arrange materials for a striking effect, developing techniques creatively. e.g. Picasso	Create and combine shapes to create recognisable forms (e.g. shapes made from nets or solid materials). Include texture that conveys feelings, expression or movement.	Use a sketchbook, revisiting ideas. Use different hardnesses of pencils to show line, tone and texture. Annotate sketches to explain and elaborate ideas. e.g. Picasso, Hopper, Goya	Use layers of two or more colours. Replicate patterns observed in natural or built environments. e.g. Warhol, Kunisada	Shape and stitch materials. Use basic cross stitch and back stitch. Colour fabric.	Create images, video and sound recordings and explain why they were created.
Y4	Use watercolour paint to produce washes for backgrounds then add detail. Experiment with creating mood with colour. e.g. Abstract	Ensure work is precise where appropriate. Use techniques such as coiling, overlapping tessellation, mosaic and montage. e.g. Matisse	Use clay and other mouldable materials. Add materials to provide interesting detail.	Sketch lightly. Use shading to show light and shadow. Use hatching and cross hatching to show tone and texture. Use different media eg pen, chalk, charcoal,	Make printing blocks (e.g. from coiled string glued to a block). Make precise repeating patterns. e.g. Morris, Rothenstein, labels	Create weavings. Eg Adire, batik, tie dye, Indian Embroiders	Create images, video and sound recordings and explain why they were created.

	Expressionism, Hopper, Rembrandt			oil and chalk pastels. Eg Sargent, Holbein			
Y5	Sketch (lightly) before painting to combine line and colour. Create a colour palette based upon colours observed in the natural or built world. Use the qualities of watercolour and acrylic paints to create visually interesting pieces.	Mix textures (rough and smooth, plain and patterned) creatively. Combine visual and tactile qualities. e.g. Escher, Matisse, Malevich.	Show life-like qualities and real-life proportions or, if more abstract, provoke different interpretations. Use tools to carve and add shapes, texture and pattern. e.g. Calder.	Continue to use sketchbook, revisiting ideas and reviewing work. Use a variety of techniques to add interesting effects (e.g. reflections, shadows, direction of sunlight). Use a choice of techniques to depict movement, perspective, shadows and reflection.	Build up layers of colours. Use a range of visual elements to reflect the purpose of the work. e.g. Bawden	Choose from a range of sewing techniques eg quilting, padding and gathering fabric. Combine previously learned techniques to create pieces. Nigerian tie dye, Javan batik	Enhance digital media by editing (including sound, video, animation, still images and installations).
Y6	Use brush techniques and the qualities of paint to create texture. Develop a personal style of painting, drawing upon ideas from other artists, producing creative work and exploring and developing ideas. e.g. Lowry, Warhol, Banksy, Matisse, Magritte, own exploration using ICT	Use ceramic mosaic materials and techniques.	Combine visual and tactile qualities. Use frameworks (such as wire or moulds) to provide stability and form.	Choose a style of drawing suitable for the work (e.g. realistic or impressionistic). Use lines to represent movement. Eg Moore sketchbooks, Rosetti, Klee, Calder, Cassat	Create an accurate pattern, showing fine detail. Use a range of visual elements to reflect the purpose of the work. e.g. advertising	Show precision in techniques.	Enhance digital media by editing (including sound, video, animation, still images and installations).

