Launton Church of England Primary School

Art and Design disciplinary knowledge progression

EYFS	Nursery	Reception
	• Explore different materials freely, to develop their ideas about how to use them and what to make. • Develop their own ideas and then decide which materials to use to express them. • Explore different textures. • Create closed shapes with continuous lines and begin to use these shapes to represent objects. • Draw with increasing complexity and detail, such as representing a face with a circle and including details. Explore colour and colour mixing.	• Explore, use and refine a variety of artistic effects to express their ideas and feelings. • Return to and build on their previous learning, refining ideas and developing their ability to represent them. • Create different textures. • Create collaboratively, sharing ideas and resources. • Draw with increasing complexity and detail. • Explore colour and colour mixing.

Threshold concepts	Develop ideas	Master practical skills		Take inspiration
KS1 Milestone 1 **Year 1 Basic** **Year 2 Advancing/ Deep**	• Respond to ideas and starting points. • Explore ideas and collect visual information. • Explore different methods and materials as ideas develop.	<u>Paint</u> • Use thick and thin brushes. • Mix primary colours to make secondary colours. • Add white to colours to make tints and black to make tones. • Create colour wheels using primary and secondary colours. <u>Sculpture</u> • Use a combination of shapes. • Include line and texture. • Use materials such as natural objects to create pattern, line and shape. <u>Textiles</u>	<u>Collage</u> • Use a combination of materials that are cut, torn and glued. • Sort and arrange materials. • Mix materials to create texture. <u>Print</u> • Use repeating or overlapping shapes. • Mimic prints from the environment and/or those of artists studied. • Use objects to create prints (e.g. fruit, sponges) • Press, roll, rub and stamp to make prints. <u>Drawing</u> • Draw lines of different lines and thicknesses.	• Describe the work of notable artists, artisans and designers. • Use some of the ideas of artist studied to create pieces.

		• Use plaiting and twisting to create cords. • Use (paper) weaving to create patterns. • Join materials using glue and/or a stitch.	• Colour (own work) neatly, following the lines. • Show pattern and texture by adding dots and lines.	
LKS2 Milestone 2 **Year 3 Basic** **Year 4 Advancing/ Deep**	• Collect information, sketches and resources. • Adapt and refine ideas as they progress. • Explore ideas in a variety of ways. • Comment on artworks using visual language.	<u>Paint</u> • Use a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines. • Mix colours effectively. • Use watercolour paints to produce washes for backgrounds then add detail. • Experiment with creating mood with colour. <u>Sculpture</u> • Create and combine shapes to create recognisable forms that convey feeling, expression or movement. • Use clay and other mouldable materials. <u>Textiles</u> • Create weavings. • Thread a large eyed needle. • Shape and stitch materials.	<u>Collage</u> • Select and arrange materials for a striking effect. • Ensure work is precise. • Use coiling, overlapping, tessellation, mosaic and montage. <u>Print</u> • Use layers of two or more colours. • Replicate patterns in natural or built environments. • Make printing blocks (e.g. from coiled string glued to a block). • Make precise repeating patterns. <u>Drawing</u> • Use different hardnesses of pencil to show line, tone and texture. • Sketch lightly (no need to use a rubber to correct mistakes). • Use shading to show light and shadow. • Use hatching and cross hatching to show tone and texture.	• Replicate some of the techniques used by notable artists, artisans and designers. • Create original pieces that are influenced by studies of others.
UKS2 Milestone 3	• Collect information, sketches and resources and present ideas imaginatively in a sketchbook.	<u>Paint</u> • 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 to create visually interesting pieces.	<u>Collage</u> • Mix textures (rough and smooth, plain and patterned). • Combine visual and tactile qualities. <u>Print</u> • Build up layers of colour.	• Give details (including own sketches) about the style of some notable artists, artisans and designers.

| Year 5 Basic

Year 6 Advancing/ Deep | • Use the qualities of materials to enhance ideas.
• Spot the potential in unexpected results as work progresses.
• Comment on artwork with a fluent grasp of visual language. | • Combine colour tone and tints to enhance the mood of a piece.
• Use brush techniques and the qualities of paint to create texture.
• Develop a personal style of painting, based on ideas from other artists.

Sculpture
• Show lifelike qualities and real-life proportions or, if abstract, provoke different interpretations.
• Use tools to carve and add shape, texture and pattern.
• Combine visual and tactile qualities.
• Use frameworks to provide stability and form.

Textiles
• Show precision in techniques.
• Choose from a range of stitching techniques.
• Combine previously learnt techniques to create pieces. | • Create an accurate pattern, showing fine detail.
• Use a range of visual elements to reflect the purpose of the work.

Drawing
• Use a variety of techniques to add interesting effects (e.g. reflections, shadows, direction of light)
• Use a choice of techniques to depict movement, perspective, shadows and reflection).
• Choose a style of drawing suitable for the work (e.g. realistic or impressionistic).
• Use lines to represent movement. | • Show how the work of those studied was influential in society and to other artists.

• Create original pieces that show a range of influences and styles |