

Key Stage 1 - Essential Skills

Lower Key Stage 2 - Essential Skills

Upper Key Stage 2 - Essential Skills

Aspect

Sketch book

Developing ideas

Selection

Drawing

Painting

3-D

Printmaking

Collage

Photography

Colour

Pattern

Line and tone

Form

Evaluating

Appreciating

End of Year 1 Expectations
Average Age 6 years 6 months

End of Year 2 Expectations
Average Age 7 years 6 months

End of Year 3 Expectations
Average Age 8 years 6 months

End of Year 4 Expectations
Average Age 9 years 6 months

End of Year 5 Expectations
Average Age 10 years 6 months

End of Year 6 Expectations
Average Age 11 years 6 months

Record ideas and experiences in a sketch book or journal.

Make/use a simple sketch book, using a range of joining techniques including gluing, tying and stapling.

Make/use a simple sewn sketch book, selecting a range of papers and fabrics for different purposes.

Make/use a sketch book with a hard cover and mitred corners.

Make and use a sketch book that includes pockets and flaps.

Make own papers to use in a sketch book or journal.

Draw from or talk about experiences, creative ideas and observations.

Develop ideas from a variety of starting points, including the natural world, man-made objects, fantasy and stories.

Identify interesting aspects of objects as a starting point for work.

Select and record visual and other information to develop ideas on a theme.

Explain how an idea has developed over time.

Explain intentions when developing ideas, identifying any changes and improvements made as work progresses.

Describe the sensory properties of a range of different materials and decide which ones to use when making something.

Choose appropriate materials and techniques for a given project.

Explain the purpose of a given task and identify the ideal materials and tools for the job.

Investigate, combine and organise visual and tactile qualities of materials and processes when making something.

Combine a range of media within a piece of work and explain the desired effect.

Describe how the techniques and themes used by other artists and genres have been developed in their own work.

Use lines to represent a shape or outline.

Use line and tone to draw shape, pattern and texture.

Use a range of drawing media to draw natural and man-made items, giving attention to pattern, shape and form.

Draw from close observation to capture fine details.

Use simple rules of perspective in drawings of figures and buildings.

Use a variety of media to represent light, shade, form, pattern and texture in a range of drawing work.

Apply paint using a range of tools (e.g. large brushes, hands, feet, rollers and pads).

Mix paint colours to suit a task.

Copy and create patterns and textures with a range of paints.

Add textural materials to paint, to create a desired effect.

Use paint application techniques to create mood and atmosphere in a painting.

Use paint techniques characteristic of a specific genre (e.g. particular brush strokes, colours and paint application techniques).

Handle and manipulate rigid and malleable materials and say how they feel.

Use modelling materials to create an imaginary or realistic form.

Use a range of modelling materials and tools, choosing the one most appropriate to a given task.

Add embellishments and decorations to enhance a form or sculpture.

Carve and sculpt materials using a range of tools and finishing techniques (e.g. sanding, etching and smoothing).

Create abstract forms choosing appropriate materials and tools, demonstrating the awareness and influence of a specific art genre.

Create simple mono prints using a range of printing utensils.

Create single and multi-coloured prints using a range of printing techniques.

Make repeat pattern prints for decorative purposes using various natural materials.

Use a motif and stencil to create a mono or repeat print.

Create a detailed block for printing using string, card, foam or lino.

Using digital software, create abstract prints which involve experimentation with colour, size, shape and repetition.

Cut and tear paper and glue it to a surface.

Cut and tear fabrics and papers, attaching them using different joining techniques.

Use a variety of materials to create a collage on a theme.

Create a photo montage of digital images to achieve a particular purpose.

Create a monochromatic collage which incorporates text.

Embellish a 3-D form using collage techniques (decoupage).

Take a self portrait or a photograph of someone else.

Use a zoom feature to show an object in detail.

Take photographs and explain their creative vision.

Take a picture from an unusual or thought-provoking viewpoint.

Compose a photograph with an emphasis on textural qualities, light and shade.

Combine images using digital technology, colour, size and rotation.

Name primary colours and collate colours into groups of similar shades.

Select and match colours when painting from observation, explaining how different colours make them feel.

Create and use a palette of natural colours to paint from outdoor observation.

Use complementary and contrasting colours for effect.

Add black and white to paint to create subtle tints and tones, light and shade.

Mix and use colour to reflect mood and atmosphere.

Create a simple pattern using colours and shapes.

Create patterns using natural materials (e.g. pebbles, sticks, shells, leaves and petals).

Imprint a range of patterns into modelling materials (e.g. clay, dough and papier mâché).

Use bold colour and geometric shapes to create a graphic-style print.

Use rubbing techniques (frottage art) to collect patterns and textures.

Use pattern to add detail, movement and interest to a piece of work.

Use lines of different thickness.

Use tone to show light and shade.

Use line to add surface detail to a drawing, print or painting.

Use tone to emphasise form in drawing and painting.

Use cross-hatching to add tonal detail.

Use pen and ink to add line, tone and perspective using a tonal ink wash.

Use modelling materials to create a realistic or imagined form.

Build simple thumb pots using clay including rolling out clay on a board.

Create natural forms such as shells, leaves, flowers and animals, showing an awareness of different viewpoints of the same object.

Use 3-D materials to sculpt a human form.

Create cylindrical and spherical forms using a range of media and scales.

Use 3-D shapes to create an abstract form or sculpture, juxtaposing individual components.

Outline personal likes and dislikes regarding their own work.

Explain the main successes and challenges encountered when completing a piece of art work.

Make suggestions for ways to adapt/improve their own artwork.

Comment on similarities/differences between own and others' work, describing what they feel about both.

Compare and comment on ideas/methods/approaches in own and others' work (relating to context).

Explain how studying other artists' work has influenced and developed their own. Adapt and refine own work in the light of evaluations.

Outline personal likes and dislikes regarding a piece of art.

Explain what they like/dislike about an artwork, comparing it with other pieces of art.

Use a range of artistic vocabulary to compare artworks of a particular genre or movement.

Compare and comment on a number of artworks on a similar theme, explaining the approaches taken by different artists or genres.

Explain how a piece of artwork makes them feel, explaining views by reference to effects (e.g. colour and pattern).

Describe and explain the ideas, methods and techniques used to create artwork on a particular theme or genre.