



Art

Milestones

End of Early Years Foundation Stage	End of Key Stage 1
<p><u>Painting</u> Use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.</p> <p><u>Drawing</u> Use a range of materials (pencil, chalks, dry marker pens, crayons) to create and design their own drawings looking at shape and form.</p> <p><u>3D</u> Use a range of materials (clay, dough, junk modelling, paper, natural materials, straws, pipe cleaners) to create and design their own 3D models looking at shape and form.</p>	<p><u>Painting</u> Add white to colours to make tints and black to colours to make tones. Create a range of prints, understanding the transfer process and the effect of multiple prints. Create a print design displaying a variety of repeating patterns. Create colour wheels and mix primary colours to make secondary. Use thick and thin brushes to create different effects Paint using a range of colour mixing techniques and apply the appropriate shade to their portrait. Create different effects with a range of media- paint and pastels.</p> <p><u>Drawing</u> Use a wide range of tools to create different textures, lines and draw lines of different sizes and thickness. Colour (own work) neatly following the lines. Show pattern and texture by adding dots and lines. Show different tones by using coloured pencils. Draw a face and add features from first hand observations Can discuss the style of Picasso and Goldsworthy and be inspired by their work Use lines and shapes to form an observational drawing.</p> <p><u>3D</u> Group materials for a purpose and stick them to a background to create an effect. Sketch an outline of a form using a mannequin Discuss how an artist has inspired them and what skills they have learnt. Recognise that sculpture is 3D and can be made from different media. Discuss lines, shapes and colours and apply it to a collage.</p>

	<p>Use a combination of materials that are cut, torn and glued.</p> <p>Sort and arrange materials.</p> <p>Mix materials to create texture.</p> <p>Use repeating or overlapping shapes.</p> <p>Mimic print from the environment (e.g. wallpapers).</p> <p>Use objects to create prints (e.g. fruit, vegetables or sponges).</p> <p>Press, roll, rub and stamp to make prints.</p> <p>Use a combination of shapes.</p> <p>Include lines and texture.</p> <p>Use rolled up paper, straws, paper, card and clay as materials.</p> <p>Use techniques such as rolling, cutting, moulding and carving.</p> <p>Manipulate malleable materials to produce a sculpture.</p> <p>Use different joining techniques.</p>
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End of Lower Key Stage 2	End of Upper Key Stage 2
<p><u>Painting</u></p> <p>Use watercolour paint to produce washes for backgrounds then add detail.</p> <p>Experiment with creating mood with colour.</p> <p>use shading to show space and perspective in a sketch. mix/match a range of primary and secondary colours develop an awareness of how paintings are created.</p> <p>Sketch and plan out a city landscape using one vanishing point.</p> <p>Draw 3D buildings to scale and in proportion.</p> <p>Can create an abstract drawing of either an animal or person.</p> <p>Apply watercolour paint to create an abstract landscape.</p> <p>Shows a developing understanding of perspective when painting landscapes.</p> <p>Use a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines.</p> <p>Mix colours effectively.</p> <p><u>Drawing</u></p> <p>Draw a human face in proportion.</p> <p>Use different hardness of pencils to show line, tone and texture.</p> <p>Annotate sketches to explain and elaborate ideas.</p> <p>Sketch lightly (no need to use a rubber to correct mistakes).</p> <p>Use shading to show light and shadow.</p> <p>Use hatching and cross hatching to show tone and texture.</p> <p>Overlay a series of stencils to create multi-coloured self-portraits.</p>	<p><u>Painting</u></p> <p>Create a design for a block print</p> <p>Create a colour palette based upon colours observed in the natural or built world.</p> <p>Use the qualities of watercolour and acrylic paints to create visually interesting pieces.</p> <p>Combine colours, tones and tints to enhance the mood of a piece.</p> <p>Use brush techniques and the qualities of paint to create texture.</p> <p>Develop a personal style of painting, drawing upon ideas from other artists.</p> <p>Build up layers of colours.</p> <p>Create an accurate pattern, showing fine detail.</p> <p>Use a range of visual elements to reflect the purpose of the work.</p> <p><u>Drawing</u></p> <p>Use a variety of techniques to add interesting effects (e.g. reflections, shadows, direction of sunlight).</p> <p>Use a choice of techniques to depict movement, perspective, shadows and reflection.</p> <p>Choose a style of drawing suitable for the work (e.g. realistic or impressionistic).</p> <p>Use lines to represent movement.</p> <p>Can use their imagination to draw a map of what the map may have looked like 500 years ago.</p> <p>Use shading to show space and perspective in a sketch.</p> <p>Mix/match a range of primary and secondary colours.</p> <p>Develop an awareness of how paintings are created.</p> <p>Sketch and plan out a city landscape using one vanishing point.</p> <p>Draw 3D buildings to scale and in proportion.</p> <p>Draw a human face in proportion.</p> <p>Sketch (lightly) before painting to combine line and colour.</p> <p><u>3D</u></p> <p>Show life-like qualities and real-life proportions or, if more abstract, provoke different interpretations.</p> <p>Use tools to carve and add shapes, texture and pattern.</p> <p>Combine visual and tactile qualities.</p> <p>Use frameworks (such as wire or moulds) to provide stability and form.</p> <p>Use a range of ceramic tools to create 'pull- outs' and 'add-ons' to the sculpture.</p>

3D

Use a range of joining techniques to add structure

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 clay and other mouldable materials.

Add materials to provide interesting detail.

Create 3d objects from 2d materials.

Strengthen a structure by adding layers of papier-Mache.

Use clay to sculpt a model

Use a range of ceramic tools to create 'pull- outs' and 'add-ons' to the sculpture.

Use tools to apply patterns and textures to the clay.

Make precise repeating patterns.

Select and arrange materials for a striking effect.

Use coiling, overlapping, tessellation, mosaic and montage.

Use layers of two or more colours.

Replicate patterns observed in natural or built environments.

Make printing blocks (e.g. from coiled string glued to a block).

Use tools to apply patterns and textures to the clay.

Mix textures (rough and smooth, plain and patterned).

Combine visual and tactile qualities, using ceramic mosaic materials and techniques.

Apply collage techniques to combine a range of media to create a map of the local area.

Create the warp threads on a weaving loom.

Create a weave by threading the weft through the warp.

Create interesting weaving patterns and effects using a range of materials.

Show precision in techniques and choose from a range of stitching techniques.

Combine previously learned techniques to create pieces.