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At St Gregory’s we aim to provide all children with a high-quality art curriculum, which develops creativity, sets challenges, engages and inspires children.

We aim to prepare our pupils with the knowledge and appropriate skills to experiment, invent and create their own works of art, craft and design, as well as enjoying what they are setting out to do.

We aim to develop the confidence of our children, to apply skills gained across a range of topics, and strive to continuously improve.

We believe that art is an essential part of the school curriculum, which allows children to be creative and explore their own ideas. This is reflected across the whole school in our creative curriculum.

**ART Skills Progression Overview**

**St Gregory’s Catholic Primary School**

**Skills Progression Documents**

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|  | **St Gregory’s Catholic Primary School**  **Skills Progression Overview**  **Subject area: Art** | | | | | |
|  | **Year 1**  **(KS1 skills)** | **Year 2**  **(KS1 skills)** | **Year 3**  **(Lower KS2 skills)** | **Year 4**  **(Lower KS2 skills)** | **Year 5**  **(Upper KS2 skills)** | **Year 6**  **(Upper KS2 skills)** |
| **Generic skills** | |  | | --- | | Record and explore ideas from first hand observations  Ask and answer questions about the starting points for their work  Develop their ideas – try things out, change their minds | | Record and explore ideas from first hand observations  Ask and answer questions about the starting points for their work  Develop their ideas – try things out, change their minds  Explore the work of artists, craftspeople and designers from different times and cultures for differences and similarities  Review what they and others have done and say what they think and feel about it.  Identify what they might change in their current work or develop in future work | |  |  | | --- | --- | | Select and record from first hand observation, experience and imagination, and explore ideas for different purposes.  Question and make thoughtful observations about starting points and select ideas to use in their work.  Explore the roles and purposes of artists, craftspeople and designers working in different times and cultures.   |  | | --- | |  | | | Select and record from first hand observation, experience and imagination, and explore ideas for different purposes.    Question and make thoughtful observations about starting points and select ideas to use in their work.  Explore the roles and purposes of artists, craftspeople and designers working in different times and cultures.  Compare ideas, methods and approaches in their own and others’ work and say what they think and feel about them.  Annotate work in sketchbook. | |  |  | | --- | --- | | Select and record from first hand observation, experience and imagination, and explore ideas for different purposes.  Question and make thoughtful observations about starting points and select ideas to use in their work.  Explore the roles and purposes of artists, craftspeople and designers working in different times and cultures.   |  | | --- | | Compare ideas, methods and approaches in their own and others’ work and say what they think and feel about them.  Adapt their work according to their views and describe how they might develop it further.  Annotate work in sketchbook. | | | Select and record from first hand observation, experience and imagination, and explore ideas for different purposes.  Question and make thoughtful observations about starting points and select ideas to use in their work.  Explore the roles and purposes of artists, craftspeople and designers working in different times and cultures.   |  | | --- | | Compare ideas, methods and approaches in their own and others’ work and say what they think and feel about them.  Adapt their work according to their views and describe how they might develop it further.  Annotate work in sketchbook. | |
| **Drawing**  [http://t0.gstatic.com/images?q=tbn:ANd9GcSV9Jfan61Lef77y7AfuL2W8PTqeXzvt-lJhf78E8IKgK0yjG4_2-ib9yk:www.cevector.com/wp-content/uploads/2013/09/pencil-clipart2.png](http://www.google.co.uk/url?q=http://www.cevector.com/clip-art/pencil-clipart-post-3&sa=U&ei=k0agU7m1JYOTPeXogOgM&ved=0CCoQ9QEwCg&usg=AFQjCNHkdH0pTRbQMyCEK9vLblXyV_RPqw) | |  | | --- | | Experiment with a variety of media; pencils, rubbers, crayons, pastels, felt tips, charcoal, ballpoints, chalk  Control the types of marks made with the range of media |   *Lines and marks*  Name, match and draw lines/marks from observations. Invent new lines. Draw on different surfaces with a range of media. Use differently textured and sized media.  *Shape*  Observe and draw shapes from observations. Draw shapes in between objects. Invent new shapes.  *Tone*  Investigate tone by drawing light/dark lines, light/dark patterns, light dark shapes etc.  *Texture*  Investigate textures by describing, naming, rubbing, copying. | Experiment with a variety of media; pencils, rubbers, crayons, pastels, felt tips, charcoal, ballpoints, chalk  Control the types of marks made with the range of media  *Lines and marks*  Name, match and draw lines/marks from observations. Invent new lines. Draw on different surfaces with a range of media. Use differently textured and sized media.  *Shape*  Observe and draw shapes from observations. Draw shapes in between objects. Invent new shapes.  *Tone*  Investigate tone by drawing light/dark lines, light/dark patterns, light dark shapes etc.  *Texture*  Investigate textures by describing, naming, rubbing, copying. | |  |  |  | | --- | --- | --- | | Experiment with ways in which surface detail can be added to drawings.  Use sketchbooks to collect and record visual information from different sources.  Draw for a sustained period of time at an appropriate level.   |  | | --- | | Lines and Marks  Make marks and lines with a wide range of drawing implements e.g. charcoal, pencil, crayon, chalk pastels, pens etc.  Experiment with different grades of pencil and other implements to create lines and marks. | |  |  |  | | --- | | Form and Shape  Experiment with different grades of pencil and other implements to draw different forms and shapes.  Begin to show an awareness of objects having a third dimension. |  |  |  | | --- | --- | | Tone  Experiment with different grades of pencil and other implements to achieve variations in tone.  Apply tone in a drawing in a simple way.   |  | | --- | | Texture  Create textures with a wide range of drawing implements.  Apply a simple use of pattern and texture in a drawing. | | | |  |  |  | | --- | --- | --- | | Experiment with ways in which surface detail can be added to drawings.  Use sketchbooks to collect and record visual information from different sources.  Draw for a sustained period of time at an appropriate level.   |  | | --- | | Lines and Marks  Make marks and lines with a wide range of drawing implements e.g. charcoal, pencil, crayon, chalk pastels, pens etc.  Experiment with different grades of pencil and other implements to create lines and marks. | |  |  |  | | --- | | Form and Shape  Experiment with different grades of pencil and other implements to draw different forms and shapes.  Begin to show an awareness of objects having a third dimension. |  |  |  | | --- | --- | | Tone  Experiment with different grades of pencil and other implements to achieve variations in tone.  Apply tone in a drawing in a simple way.   |  | | --- | | Texture  Create textures with a wide range of drawing implements.  Apply a simple use of pattern and texture in a drawing. | | | |  |  |  | | --- | --- | --- | | Work from a variety of sources including observation, photographs and digital images.  Work in a sustained and independent way to create a detailed drawing.  Develop close observation skills using a variety of view finders.  Use a sketchbook to collect and develop ideas.  Identify artists who have worked in a similar way to their own work.   |  |  | | --- | --- | | Lines, Marks, Tone, Form & Texture  Use dry media to make different marks, lines, patterns and shapes within a drawing.  Experiment with wet media to make different marks, lines, patterns, textures and shapes.  Explore colour mixing and blending techniques with coloured pencils.  Use different techniques for different purposes i.e. shading, hatching within their own work.  Start to develop their own style using tonal contrast and mixed media.   |  | | --- | | Perspective and Composition  Begin to use simple perspective in their work using a single focal point and horizon.  Begin to develop an awareness of composition, scale and proportion in their paintings e.g. foreground, middle ground and background.  Show an awareness of how paintings are created i.e. Composition | | | | Experiment with wet media to make different marks, lines, patterns, textures and shapes.  Explore colour mixing and blending techniques with coloured pencils.  Use different techniques for different purposes i.e. shading, hatching within their own work.  Start to develop their own style using tonal contrast and mixed media.   |  | | --- | | Perspective and Composition  Begin to use simple perspective in their work using a single focal point and horizon.  Begin to develop an awareness of composition, scale and proportion in their paintings e.g. foreground, middle ground and background.  Show an awareness of how paintings are created ie. Composition | |
| **Painting**  [http://t0.gstatic.com/images?q=tbn:ANd9GcRZp1ZNwGfgWjlWsGJwg63dSsMI2SxBMibjL2k_O9FxT3-_SdYRsjot8Q:cdn-1.freeclipartnow.com/d/11480-1/paint.jpg](http://www.google.co.uk/url?q=http://www.freeclipartnow.com/education/supplies/paint.jpg.html&sa=U&ei=IkegU8zLHuyY0AWi0IC4AQ&ved=0CCoQ9QEwCg&usg=AFQjCNHgvsztuQODYcnuDcDsk4OU6SoqLA) | Use a variety of tools and techniques including different brush sizes and types  Mix and match colours to artefacts and objects  Work on different scales  Experiment with tools and techniques e.g. layering, mixing media, scrapping through  Name different types of paint and their properties  Colour  Identify primary colours by name  Mix primary shades and tones  Texture  Create textured paint by adding sand, plaster | Use a variety of tools and techniques including different brush sizes and types  Mix and match colours to artefacts and objects  Work on different scales  Experiment with tools and techniques e.g. layering, mixing media, scrapping through  Name different types of paint and their properties  Colour  Identify primary colours by name  Mix primary shades and tones  Texture  Create textured paint by adding sand, plaster | |  | | --- | | Experiment with different effects and textures inc. blocking in colour, washes, thickened paint creating textural effects  Work on a range of scales e.g. thin brush on small picture etc.    Create different effects and textures with paint according to what they need for the task.  Colour  Mix colours and know which primary colours make secondary colours  Use more specific colour language  Mix and use tints and shades | | |  | | --- | | Experiment with different effects and textures inc. blocking in colour, washes, thickened paint creating textural effects  Work on a range of scales e.g. thin brush on small picture etc.  Create different effects and textures with paint according to what they need for the task.  Colour  Mix colours and know which primary colours make secondary colours  Use more specific colour language  Mix and use tints and shades | | |  | | --- | | Develop a painting from a drawing  Carry out preliminary studies, trying out different media and materials and mixing appropriate colours    Create imaginative work from a variety of sources e.g. observational drawing, themes, poetry, music  Colour  Mix and match colours to create atmosphere and light effects  Be able to identify primary secondary, complementary and contrasting colours  Work with complementary colours | | Develop a painting from a drawing  Carry out preliminary studies, trying out different media and materials and mixing appropriate colours  Create imaginative work from a variety of sources e.g. observational drawing, themes, poetry, music  Colour  Mix and match colours to create atmosphere and light effects  Be able to identify primary secondary, complementary and contrasting colours  Work with complementary colours |
| **Printing**  [http://t2.gstatic.com/images?q=tbn:ANd9GcTIDfg4AWujY7TfZriIBcM7fojQkkOOvIVvVztmh5hxcAG9FuCf-nn8yAA:us.cdn3.123rf.com/168nwm/tribalium123/tribalium1231302/tribalium123130200104/17920025-black-stamp-rubber-stamp-office-stamp.jpg](http://www.google.co.uk/url?q=http://www.123rf.com/stock-photo/seal_stamper.html&sa=U&ei=P0egU-WSN4LTOcPSgUA&ved=0CDoQ9QEwEg&usg=AFQjCNGP2gu5g37n9d4HoUsQBB9k9y4UaQ) | Print with a range of hard and soft materials e.g. corks, pen barrels, sponge  Make simple marks on rollers and printing palettes  Take simple prints i.e. mono ‐printing  Roll printing ink over found objects to create patterns e.g. plastic mesh, stencils  Build repeating patterns and recognise pattern in the environment  Create simple printing blocks with press print  Design more repetitive patterns  Colour  Experiment with overprinting motifs and colour  Texture  Make rubbings to collect textures and patterns | Print with a range of hard and soft materials e.g. corks, pen barrels, sponge  Make simple marks on rollers and printing palettes  Take simple prints i.e. mono ‐printing  Roll printing ink over found objects to create patterns e.g. plastic mesh, stencils  Build repeating patterns and recognise pattern in the environment  Create simple printing blocks with press print  Design more repetitive patterns  Colour  Experiment with overprinting motifs and colour  Texture  Make rubbings to collect textures and patterns. | |  | | --- | | Create printing blocks using a relief or impressed method  Create repeating patterns  Print with two colour overlays | | |  | | --- | | Create printing blocks using a relief or impressed method  Create repeating patterns  Print with two colour overlays | | |  | | --- | | Create printing blocks by simplifying an initial sketch book idea  Use relief or impressed method  Create prints with three overlays  Work into prints with a range of media e.g. pens, colour pens and paints | | Create printing blocks by simplifying an initial sketch book idea  Use relief or impressed method  Create prints with three overlays  Work into prints with a range of media e.g. pens, colour pens and paints |
| **Textiles**  [http://t2.gstatic.com/images?q=tbn:ANd9GcTfgBcpDNpRz-dwKaTR2OQT467_bfdezBVj3G7RQpQ7rtbsaao_frXg3A:clipartmountain.com/clip5/thread18.gif](http://www.google.co.uk/url?q=http://clipartmountain.com/clip5/sew3.htm&sa=U&ei=b0egU_C6EIPfOMvBgPgH&ved=0CCYQ9QEwCDgU&usg=AFQjCNGpdzobTLv2pbEs5o_5aeB821vXOA) | Match and sort fabrics and threads for colour, texture, length, size and shape  Change and modify threads and fabrics, knotting, fraying, fringing, pulling threads, twisting, plaiting  Cut and shape fabric using scissors/snips  Apply shapes with glue or by stitching  Apply decoration using beads, buttons, feathers etc  Create cords and plaits for decoration  Colour  Apply colour with printing, dipping, fabric crayons  Create and use dyes i.e. onion skins, tea, coffee  Texture  Create fabrics by weaving materials i.e. grass through twigs, carrier bags on a bike wheel | Match and sort fabrics and threads for colour, texture, length, size and shape  Change and modify threads and fabrics, knotting, fraying, fringing, pulling threads, twisting, plaiting  Cut and shape fabric using scissors/snips  Apply shapes with glue or by stitching  Apply decoration using beads, buttons, feathers etc  Create cords and plaits for decoration  Colour  Apply colour with printing, dipping, fabric crayons  Create and use dyes i.e. onion skins, tea, coffee  Texture  Create fabrics by weaving materials i.e. grass through twigs, carrier bags on a bike wheel | |  | | --- | | Use a variety of techniques, e.g. printing, dyeing, weaving and stitching to create different textural effects  Match the tool to the material  Develop skills in stitching, cutting and joining  Experiment with paste resist. | | |  | | --- | | Use a variety of techniques, e.g. printing, dyeing, weaving and stitching to create different textural effects  Match the tool to the material  Develop skills in stitching, cutting and joining  Experiment with paste resist. | | |  | | --- | | Use fabrics to create 3D structures  Use different grades of threads and needles  Experiment with batik techniques  Experiment with a range of media to overlap and layer creating interesting colours and textures and effects | | Use fabrics to create 3D structures  Use different grades of threads and needles  Experiment with batik techniques  Experiment with a range of media to overlap and layer creating interesting colours and textures and effects |
| **3-D and sculpture**  [http://t2.gstatic.com/images?q=tbn:ANd9GcRwlP_Ku8JbBn5RDpm57sokY9vx4s2I1gdElOKYYYi6vicCug40kjYepw:www.clipsahoy.com/clipart3/as5872.gif](http://www.google.co.uk/url?q=http://www.clipsahoy.com/webgraphics4/as5872.htm&sa=U&ei=k0egU6XaHImxOeiygCA&ved=0CCgQ9QEwCQ&usg=AFQjCNE2q1tG1MKq0l-NOVHLTTtWg8a60Q) | Manipulate malleable materials in a variety of ways including rolling and kneading  Explore sculpture with a range of malleable media  Manipulate malleable materials for a purpose, e.g. pot, tile  Understand the safety and basic care of materials and tools  Form  Experiment with constructing and joining recycled, natural and manmade materials  Use simple 2‐D shapes to create a 3‐D form  Texture  Change the surface of a malleable material e.g. build a textured tile | Manipulate malleable materials in a variety of ways including rolling and kneading  Explore sculpture with a range of malleable media  Manipulate malleable materials for a purpose, e.g. pot, tile  Understand the safety and basic care of materials and tools  Form  Experiment with constructing and joining recycled, natural and manmade materials  Use simple 2‐D shapes to create a 3‐D form  Texture  Change the surface of a malleable material e.g. build a textured tile | |  | | --- | | Plan, design and make models from observation or imagination  Join clay adequately and construct a simple base for extending and modelling other shapes  Create surface patterns and textures in a malleable material  Use papier mache to create a simple 3D object | | |  | | --- | | Plan, design and make models from observation or imagination  Join clay adequately and construct a simple base for extending and modelling other shapes  Create surface patterns and textures in a malleable material  Use papier mache to create a simple 3D object | | |  | | --- | | Shape, form, model and construct from observation or imagination  Use recycled, natural and man‐made materials to create sculptures  Plan a sculpture through drawing and other preparatory work  Develop skills in using clay inc. slabs, coils, slips, etc  Produce intricate patterns and textures in a malleable media | | Shape, form, model and construct from observation or imagination  Use recycled, natural and man‐made materials to create sculptures  Plan a sculpture through drawing and other preparatory work  Develop skills in using clay inc. slabs, coils, slips, etc  Produce intricate patterns and textures in a malleable media |
| **Collage**  [http://t1.gstatic.com/images?q=tbn:ANd9GcQTbL-jNLRWm5rx13K4SZsWO9N9GNzurPxlThlwpfWkyM1AGLEbuzdcOJw:bestclipartblog.com/clipart-pics/-crafts-clipart-1.jpg](http://www.google.co.uk/url?q=http://bestclipartblog.com/21-crafts-clip-art.html&sa=U&ei=wEegU_qFNtSY0AWUzICoDg&ved=0CDoQ9QEwEjgo&usg=AFQjCNFWLnyTYQV2qeKuV9_eFqnL_PewSQ) | Create images from a variety of media e.g. photocopies material, fabric, crepe paper , magazines etc  Arrange and glue materials to different backgrounds  Sort and group materials for different purposes e.g. colour texture  Fold, crumple, tear and overlap papers  Work on different scales  Colour  Collect, sort, name match colours appropriate for an image  Shape  Create and arrange shapes appropriately  Texture  Create, select and use textured paper for an image | Create images from a variety of media e.g. photocopies material, fabric, crepe paper , magazines etc  Arrange and glue materials to different backgrounds  Sort and group materials for different purposes e.g. colour texture  Fold, crumple, tear and overlap papers  Work on different scales  Colour  Collect, sort, name match colours appropriate for an image  Shape  Create and arrange shapes appropriately  Texture  Create, select and use textured paper for an image | |  | | --- | | Experiment with a range of collage techniques such as tearing, overlapping and layering to create images and represent textures  Use collage as a means of collecting ideas and information and building a visual vocabulary | | |  | | --- | | Experiment with a range of collage techniques such as tearing, overlapping and layering to create images and represent textures  Use collage as a means of collecting ideas and information and building a visual vocabulary | | |  | | --- | | Add collage to a painted, printed or drawn background  Use a range of media to create collages  Use different techniques, colours and textures etc when designing and making pieces of work  Use collage as a means of extending work from initial ideas | | Add collage to a painted, printed or drawn background  Use a range of media to create collages  Use different techniques, colours and textures etc when designing and making pieces of work  Use collage as a means of extending work from initial ideas |
| **Digital media**  [http://t2.gstatic.com/images?q=tbn:ANd9GcTFWS1m0WwIiMi1S0QZc6j0WbQUuApNkT_aVMOHbEG6fq8Am8lUl3Gcp_k:priorycollegemoodle.co.uk/pluginfile.php/2/course/section/1/ict.jpg](http://www.google.co.uk/url?q=http://priorycollegemoodle.co.uk/&sa=U&ei=-EegU-yjGYqd0QXzlYAo&ved=0CBYQ9QEwAA&usg=AFQjCNGGGE_GurMzAujRFS7BLf-YRlc24A) | Explore ideas using digital sources i.e. internet, CD‐ROMs  Record visual information using digital cameras, video recorders  Use a simple graphics package to create images and effects with  Lines by changing the size of brushes in response to ideas  Shapes using eraser, shape and fill tools  Colours and Texture using simple filters to manipulate and create images  Use basic selection and cropping tools | Explore ideas using digital sources i.e. internet, CD‐ROMs  Record visual information using digital cameras, video recorders  Use a simple graphics package to create images and effects with  Lines by changing the size of brushes in response to ideas  Shapes using eraser, shape and fill tools  Colours and Texture using simple filters to manipulate and create images  Use basic selection and cropping tools | |  | | --- | | Record and collect visual information using digital cameras and video recorders  Present recorded visual images using software e.g. Photostory, PowerPoint  Use a graphics package to create images and effects with;  Lines by controlling the brush tool with increased precision  Changing the type of brush to an appropriate style e.g. charcoal  Create shapes by making selections to cut, duplicate and repeat  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 | | |  | | --- | | Record and collect visual information using digital cameras and video recorders  Present recorded visual images using software e.g. Photostory, PowerPoint  Use a graphics package to create images and effects with;  Lines by controlling the brush tool with increased precision  Changing the type of brush to an appropriate style e.g. charcoal  Create shapes by making selections to cut, duplicate and repeat  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 | | |  | | --- | | Record, collect and store visual information using digital cameras, video recorders  Present recorded visual images using software e.g. Photostory, PowerPoint  Use a graphics package to create and manipulate new images  Be able to Import an image (scanned, retrieved, taken) into a graphics package  Understand that a digital image is created by layering  Create layered images from original ideas (sketch books etc.) | | Record, collect and store visual information using digital cameras, video recorders  Present recorded visual images using software e.g. Photostory, PowerPoint  Use a graphics package to create and manipulate new images  Be able to Import an image (scanned, retrieved, taken) into a graphics package  Understand that a digital image is created by layering  Create layered images from original ideas (sketch books etc.) |