

Art and Design Essential Skills Y1 to Y6



Aspect	Key stage 1 - Essential Skills		Lower key stage 2 - Essential Skills		Upper key stage 2 - Essential Skills	
	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
Sketch book	Record ideas and experiences in a sketch book or journal.	Make use of a simple sketch book, using a range of drawing techniques including shading, hatching and stippling.	Make/use a simple sketch book, reflecting a range of papers and fabrics for different purposes.	Make/use a sketch book with a hard cover and mixed corners.	Make and use a sketch book that includes pockets and tabs.	Make own papers to use in a sketch book or journal.
Developing Ideas	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.
Selection	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 place of work and explain the desired effect.	Describe how the techniques and themes developed in their own work.
Drawing	Use lines to represent a shape or outline.	Use line and tone to draw shapes, pattern and texture.	Use a range of drawing media to draw mixed and mirrored 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.
Painting	Apply paint using a range of tools (e.g. large brushes, hands, felt, 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).
3-D	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.
Printmaking	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 tin.	Using digital software, create abstract prints which involve experimentation with colour, size, shape and repetition.
Collage	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 or digital images to achieve a particular purpose.	Create a monochromatic collage which incorporates text.	Embellish a 3-D form using collage techniques (decoupage).
Photography	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.
Colour	Name primary colours and colliate colours into groups of similar shades.	Select and match colours when painting 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.
Pattern	Create a simple pattern using colours and shapes.	Create patterns using natural materials (e.g. pebbles, sticks, twigs, leaves and petals).	Imprint a range of patterns into modelling material (e.g. clay, dough and paper).	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.
Line and tone	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.
Form	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.
Evaluating	Outline personal likes and dislikes regarding their own work.	Explain the main successes and challenges experienced when completing a piece of artwork.	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 ideal/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.
Appreciating	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 any 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.