



Aspect	EYFS	KS1		Lower KS2		Upper KS2	
	YR	Y1	Y2	Y3	Y4	Y5	Y6
Sketch book		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.
Developing Ideas	Draw from observations.	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 on different materials.	Describe the sensory properties of a range on 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 technique and themes used by other artists and genres have been developed in their own work.
Drawing	Uses shapes and lines to represent objects	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.
Painting	Mixes primary colours to correct thickness and uses correctly.	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).
3D	Manipulates 3D materials to create representations.	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	Simple mono prints.	Create simple mono prints using a range of printing utensils.	Create simple and multi-coloured prints using a range of techniques.	Make repeat pattern prints for decorative purposes using various natural materials.	Use a motif and stencil to create a mon 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.
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 of digital images to achieve a particular purpose.	Create a monochromatic collage which incorporates text.	Embellish a 3D form using collage techniques(decoupage).
Photography	Take a photograph	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 emphasis on textural qualities, light and shade.	Combine images using digital technology, colour, size and rotation.
Colour	Name primary colours	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.
Pattern	Create simple patterns.	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 mache)	Use bold colour and genetic 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	Investigates 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 a cylindrical form using a range of media and scales.	Use 3-D shapes to create an abstract for or sculpture, juxtaposing individual components.
Evaluating	Can talk about their work.	Outline personal likes and dislikes regarding their own work.	Explain the main successes and challenges encountered 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 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.
Appreciating	Can talk about others work.	Outline personal likes and dislikes regarding a piece of art.	Explain what they like/dislike about an artwork, comparing it with other pieces or 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.