

Milestones for progress- Art and Design

		(Key Stage 1) Milestone 1	(Lower Key Stage 2) Milestone 2	(Upper Key Stage 2) Milestone 3
Develop ideas		<ul style="list-style-type: none"> Respond to ideas and starting points. Explore ideas and collect visual information. Explore different methods and materials as ideas develop. 	<ul style="list-style-type: none"> Develop ideas from starting points throughout the curriculum. Collect information, sketches and resources. Adapt and refine ideas as they progress. Explore ideas in a variety of ways. Comment on artworks using visual language. 	<ul style="list-style-type: none"> Develop and imaginatively extend ideas from starting points throughout the curriculum. Collect information, sketches and resources and present ideas imaginatively in a sketch book. Use the qualities of materials to enhance ideas. Spot the potential in unexpected results as work progress. Comment on artworks with a fluent grasp of visual language.
Master techniques	Drawing	<ul style="list-style-type: none"> 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. 	<ul style="list-style-type: none"> Use different hardness's of pencils to show line, tone and texture. Annotate sketches to explain and elaborate ideas. Sketch lightly (no need to use a rubber to correct mistakes.) Use shadowing to show light and shadow. Use hatching and cross hatching to show tone and texture. 	<ul style="list-style-type: none"> Use a variety of techniques to add interesting effects (e.g. reflections, shadows, direction of sunlight.) Use a choice of techniques to depict movement, perspective, shadows and reflection. Choose a style of drawing suitable for the work (e.g. realistic or impressionistic). Use lines of represent movement.
Master Techniques	Painting	<ul style="list-style-type: none"> Use thick and thin brushes. Mix primary colours to make secondary. 	<ul style="list-style-type: none"> Use a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines. 	<ul style="list-style-type: none"> Sketch (lightly) before painting to combine line and colour.

		<ul style="list-style-type: none"> • Add white to colours to make tints and black to colours to make tones. • Create colour wheels. 	<ul style="list-style-type: none"> • Mix colours effectively. • Use watercolour paint to produce washes for backgrounds then add detail. • Experiment with creating mood with colour. 	<ul style="list-style-type: none"> • Create a colour palette based upon colours observed in the natural or built world. • Use the qualities of watercolour and acrylic paints to create visually interesting pieces. • Combine colours, tones and tints to enhance the mood of a piece. • Use brush techniques and the qualities of paint to create texture. • Develop a personal style of painting, drawing upon ideas from other artists.
Master Techniques	Collage	<ul style="list-style-type: none"> • Use a combination of materials that are cut, torn and glued. • Sort and arrange materials. • Mix materials to create texture. 	<ul style="list-style-type: none"> • Select and arrange materials for a striking effect. • Ensure work is precise. • Use coiling, overlapping, tessellation, mosaic and montage. 	<ul style="list-style-type: none"> • Mix textures (rough and smooth, plain and patterned). • Combine visual and tactile qualities. • Use ceramic mosaic materials and techniques.
	Sculpture	<ul style="list-style-type: none"> • Use a combination of shapes • Include lines and texture • Use rolled up paper, straws, paper, card and clay as materials • Use techniques such as rolling, cutting, moulding and carving 	<ul style="list-style-type: none"> • Create and combine shapes to create recognisable forms (e.g. shapes made from nets or solid materials) • Include texture that conveys feelings, expression of movement • Use clay and other mouldable materials • Add materials to provide interesting detail 	<ul style="list-style-type: none"> • Show life like qualities and real life proportions, or if more abstract, provoke different interpretations • Use tools to carve and add shapes, texture and pattern • Combine visual and tactile qualities • Use frameworks (such as wire or moulds) to provide stability and forms

	Print	<ul style="list-style-type: none"> • Use repeating or overlapping shapes • Mimic print from the environment (e.g. wallpaper) • Use objects to create prints (e.g. fruit, vegetables or sponges) • Press, roll, rub and stamp to make prints 	<ul style="list-style-type: none"> • 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) • Make precise repeating patterns 	<ul style="list-style-type: none"> • Build up layers of colours • Create an accurate pattern, showing fine detail • Use a range of visual elements to reflect the purpose of the work
	Textiles	<ul style="list-style-type: none"> • Use weaving to create a pattern • Join materials using glue and/or a stitch • Use plaiting • Use dip dye techniques 	<ul style="list-style-type: none"> • Shape and stitch materials • Use basic cross stitch and back stitch • Colour fabric • Create weavings • Quilt, pad and gather fabric 	<ul style="list-style-type: none"> • Show precision in techniques • Choose from a range of stitching techniques • Combine previously learned techniques to create pieces
	Digital Media	<ul style="list-style-type: none"> • Use a wide range of tools to create different textures, lines, tones, colours and shapes 	<ul style="list-style-type: none"> • Create images, video and sound recordings and explain why they were created 	<ul style="list-style-type: none"> • Enhance digital media by editing (including sound, video, animation, still images and installations)
Take inspiration from the greats (classic and modern)		<ul style="list-style-type: none"> • Describe the work of notable artists, artisans and designers • Use some of the ideas of artists studied to create pieces 	<ul style="list-style-type: none"> • Replicate some of the techniques used by notable artists, artisans and designers • Create original pieces that are influenced by studies of others 	<ul style="list-style-type: none"> • Give details (including own sketches) about the style of some notable artists, artisans and designers • Show how the work of those studied was influential in both society and to other artists • Create original pieces that show a range of influences and styles