

Art skills overview	Nursery	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
To develop ideas	<ul style="list-style-type: none"> Begin to have own ideas about creating with materials. 	<ul style="list-style-type: none"> Have own ideas about creating with materials. Begin to respond to ideas and starting points. 	<ul style="list-style-type: none"> Respond to ideas and starting points Begin to explore ideas and collect visual information 	<ul style="list-style-type: none"> 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. <ul style="list-style-type: none"> Explore ideas in a variety of ways. 	<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. <ul style="list-style-type: none"> Spot the potential in unexpected results as work progresses. Comment on artworks with a fluent grasp of visual language.
Painting	<ul style="list-style-type: none"> Begin to mix colours to create other colours. 	<ul style="list-style-type: none"> Know the names of a number of colours and to know what happens when mixing certain colours together 	<ul style="list-style-type: none"> use thick and thin brushes mix primary colours to make secondary colours 	<ul style="list-style-type: none"> select primary colours to mix secondary colours Add white to colours to make tints and blacks Create colour wheels 	<ul style="list-style-type: none"> Use a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines. Mix colours effectively Use tint and tone effectively Replicate some of the techniques used by notable artists, artisans and designers. 	<ul style="list-style-type: none"> Use watercolour paint to produce washes for backgrounds then add detail. Experiment with creating mood with colour. 	<ul style="list-style-type: none"> Sketch (lightly) before painting to combine line and colour. 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. 	<ul style="list-style-type: none"> 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 artist.

Collage	<ul style="list-style-type: none"> Explore different materials freely, in order to develop their ideas about how to use them and what to make. 	<ul style="list-style-type: none"> Develop their own ideas and then decide which materials to use to express them. 	<ul style="list-style-type: none"> Use a combination of materials that are cut, torn and glued. Sort and arrange materials. 	<ul style="list-style-type: none"> Sort and arrange a wide range of materials <p>Mix materials to create texture</p>	<ul style="list-style-type: none"> Select and arrange materials for a striking effect Begin to ensure work is more precise 	<ul style="list-style-type: none"> 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. 	<ul style="list-style-type: none"> Use ceramic mosaic materials and techniques.
Sculpture	<ul style="list-style-type: none"> Use one-handed tools and equipment, for example, making snips in paper with scissors. 	<ul style="list-style-type: none"> Create collaboratively, sharing ideas, resources and skills. 	<ul style="list-style-type: none"> Use a combination of shapes. Include lines and texture. <p>-Use rolled up paper, straws, paper and card</p>	<p>Use clay as a materials</p> <ul style="list-style-type: none"> 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 or movement. 	<ul style="list-style-type: none"> 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. 	<ul style="list-style-type: none"> Combine visual and tactile qualities. Use frameworks (such as wire or moulds) to provide stability and form.
Drawing	<ul style="list-style-type: none"> Create closed shapes with continuous lines, and begin to use these shapes to represent objects. 	<ul style="list-style-type: none"> Begin to show accuracy and care when drawing. Draw with increasing complexity and detail, such as representing a face with a circle and including details. Use drawing to represent ideas like movement or loud noises when drawing. 	<ul style="list-style-type: none"> Draw lines of different sizes and thickness. Colour (own work) neatly following the lines. 	<ul style="list-style-type: none"> Show pattern and texture by adding dots and lines. Show different tones by using coloured pencils 	<ul style="list-style-type: none"> Use different hardnesses 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). 	<ul style="list-style-type: none"> Use shading 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. 	<ul style="list-style-type: none"> Choose a style of drawing suitable for the work (e.g. realistic or impressionistic). Use lines to represent movement.
Print	<ul style="list-style-type: none"> Develop their small motor skills so that they can use a range of tools competently, safely and confidently. 	<ul style="list-style-type: none"> Use a range of small tools, including scissors, paintbrushes and cutlery. 	<ul style="list-style-type: none"> Use repeating or overlapping shapes. Use objects to create prints (e.g. fruit, vegetables or sponges). 	<ul style="list-style-type: none"> Mimic print from the environment (e.g. wallpapers). Press, roll, rub and stamp to make prints. 	<ul style="list-style-type: none"> Use layers of two or more colours. <p>Make printing blocks (e.g. from coiled string glued to a block</p>	<ul style="list-style-type: none"> Replicate patterns observed in natural or built environments. Make precise repeating patterns. 	<p>Build up layers of colours.</p> <ul style="list-style-type: none"> Create an accurate pattern, showing fine detail. 	<ul style="list-style-type: none"> Use a range of visual elements to reflect the purpose of the work.

Textiles	<ul style="list-style-type: none"> Join different materials and explore different textures. 	<ul style="list-style-type: none"> Build on previous learning, refining ideas and developing their ability to represent them. 	<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"> Begin to explore a painting package. 	<ul style="list-style-type: none"> Begin to explore a painting package. 	<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"> Be able to take a photograph Edit photographs that have been uploaded to a computer 	<ul style="list-style-type: none"> Create images and explain why they were created 	Create images, videos, 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). 	→
To take inspiration from the greats (classic and modern)			Describe the work of notable artists, artisans and designers.	<ul style="list-style-type: none"> Use some of the ideas of artists studied to create pieces. 	Replicate some of the techniques used by notable artists, artisans and designers.	<ul style="list-style-type: none"> 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