

West Bretton Key Stage 1 Progression in Art and Design Skills

Exploring and Developing Ideas			Evaluating and Developing Work		
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		
Drawing					
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	<u>Lines and Marks</u> Name, match and draw lines/marks from observations Invent new lines Draw on different surfaces with a range of media	<u>Shape</u> Observe and draw shapes from observations Draw shapes in between objects Invent new shapes	<u>Tone</u> Investigate tone by drawing light/dark lines, light/dark patterns, light/dark shapes	<u>Texture</u> Investigate textures by describing, naming, rubbing, copying	
Digital Media	Painting	Printing	Textiles	3-D	Collage
Explore ideas using digital sources i.e. internet, Apps  Record visual information using digital cameras  Use a simple graphics package to create images and effects with <u>Lines</u> by changing the size of brushes in response to ideas <u>Shapes</u> using eraser, shape and fill tools <u>Colours and Texture</u> using simple filters to manipulate and create images Use basic selection and cropping tools	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  <u>Colour</u> Identify primary and secondary colours by name Mix primary shades and tones Mix secondary colours  <u>Texture</u> Create textured paint by adding sand, plaster	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  <u>Colour</u> Experiment with overprinting motifs and colour <u>Texture</u> Make rubbings to collect textures and patterns	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 <u>Colour</u> Apply colour with printing, dipping, fabric crayons Create and use dyes i.e. onion skins, tea, coffee <u>Texture</u> Create fabrics by weaving materials i.e. grass through twigs	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  <u>Form</u> Experiment with constructing and joining recycled, natural and manmade materials  Use simple 2-D shapes to create a 3-D form  <u>Texture</u> Change the surface of a malleable material e.g. build a textured tile	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  <u>Colour</u> Collect, sort, name match colours appropriate for an image <u>Shape</u> Create and arrange shapes appropriately <u>Texture</u> Create, select and use textured paper for an image