Arts Skills Progression				
	KS2			
Curriculum	● to create sketch books to record their observations and use them to review and revisit ideas ● to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay] ● learn about great artists, architects and designers in history.			
Coverage	**A Year 3 artist can:**	**A Year 4 artist can:**	**A Year 5 artist can:**	**A Year 6 artist can:**
Generating ideas	Generate ideas from a range of stimuli and carry out simple research and evaluation as part of the making process.	Generate ideas from a range of stimuli, using research and evaluation of techniques to develop their ideas and plan more purposefully for an outcome.	Develop ideas more independently from their own research. Explore and record their plans, ideas and evaluations to develop their ideas towards an outcome.	Draw upon their experience of creative work and their research to develop their own starting points for creative outcomes.
Using Sketchbooks	Use sketchbooks for a wider range of purposes, for example recording things using drawing and annotations, planning and taking next steps in a making process by experimenting with different approaches and media.	Use sketchbooks purposefully to improve understanding, develop ideas and plan for an outcome using annotated sketches. Use sketchbooks to improve work.	Confidently use sketchbooks for purposes including recording observations and research, testing materials and working towards an outcome more independently. Use sketchbooks to review and improve work.	Using a systematic and independent approach, research, test and develop ideas and plans using sketchbooks. Develop, justify and refine original ideas.
Making Skills	Confidently use a range of materials and tools, selecting and using these appropriately with more independence. Use hands and tools confidently to cut, shape and join materials for a purpose. Develop direct observation, for example, control of line, shape, tone and texture. Explore texture through paint and collage. Develop colour mixing and paint control. Create simple 3D forms using construction and a range of materials.	Demonstrate greater skill and control when drawing and painting to depict forms, such as showing an awareness of proportion and being able to create 3D forms. Use growing knowledge of different materials, combining media for effect. Develop joining, shaping and modelling techniques with greater accuracy. Combine materials and techniques for specific outcomes. Apply observational skills, showing a greater awareness of composition and demonstrating the beginnings of an individual style.	Work with a range of media with control in different ways to achieve different effects, including experimenting with the techniques used by other artists. Combine a wider range of media, e.g. photography and digital art effects. Create in a more sustained way, revisiting artwork over time and applying their understanding of tone, texture, line, colour and form. Apply perspective, proportion and tonal techniques to create realistic effects. Select colour purposefully to create atmosphere and movement. Design and construct more complex 3D pieces with consideration of form and	Create expressively in their own personal style and in response to their choice of stimulus, showing the ability to develop artwork independently to create purposeful and original outomes. Combine materials and techniques appropriately to fit with ideas. Work in a sustained way over several sessions to complete a piece, including working collaboratively on a larger scale and incorporating the formal elements of art. Combine advanced drawing techniques including expression, atmosphere and personal style.

	Explore pattern, textiles and collage.	Improve accuracy and add greater detail, proportion and shading. Use tints, shades and tones to create mood and depth.	structure. Select appropriate techniques and materials to communicate ideas.	Manipulate colour, texture and techniques independently to achieve intended effects. Independently select and manipulate materials to realise sculptural ideas.
Knowledge of artists	Discuss how artists produced art in the past and understand the influence and impact of their methods and styles on art today, using their own experiences and historical evidence. Understand the limitations of tools and materials and be able to experiment within more than one medium and with tools to create textural effects. Consider how to display art work, understanding how artists consider their viewer and the impact on them.	Use subject vocabulary confidently to describe and compare creative works. Understand how artists use art to convey messages through the choices they make. Compare artists and explain how their work inspires own creations. Work as a professional designer does, by collating ideas to generate a theme.	Research and discuss the ideas and approaches of artists across a variety of disciplines, being able to describe how the cultural and historical context may have influenced their creative work. Analyse artistic choices and recognise how art reflects culture and history. Discuss how artists create work with the intent to create an impact on the viewer. Consider what choices can be made in their own work to impact their viewer.	Describe, interpret and evaluate the work, ideas and processes used by artists across a variety of disciplines, being able to describe how the cultural and historical context may have influenced their creative work. Recognise how artists use materials to respond to feelings and memory and choose materials, imagery, shape and form to create personal pieces. Understand how art forms such as photography and sculpture continually develop over time as artists seek to break new boundaries. Critically evaluate artists, movements and disciplines, making informed connections to own work.
Evaluating and analysis	Confidently explain their ideas and opinions about their own and others' artwork. Use basic art terminology accurately. Discuss and begin to interpret meaning and purpose of artwork, understanding how artists can use art to communicate ideas. Begin to carry out a problem-solving process and make changes to improve their work.	Use more complex subject-specific vocabulary when discussing their own and others' art. Discuss art considering how it can affect the lives of the viewers or users of the piece. Evaluate their work more regularly and independently during the planning and making process.	Discuss the processes used by themselves and by other artists, and describe the particular outcome achieved. Use increasingly sophisticated vocabulary to analyse and evaluate artwork. Consider how effectively pieces of art express emotion and encourage the viewer to question their own ideas. Use their knowledge of tools, materials and processes to try alternative solutions and make improvements to their work.	Give reasoned evaluations using technical and critical vocabulary of their own and others' work which takes account of context and intention. Discuss how art is sometimes used to communicate social, political, or environmental views to cause reaction and impact and be able to consider why an artist chooses to use art in this way. Independently use their knowledge of tools, materials and processes to try alternative solutions and make improvements to their work.