



Art Progression of Skills Assessment Grid

	Year 1	Year 2	Year 3
Learning KPIs	<ul style="list-style-type: none"> • use artwork to record ideas, observations and experiences • experiment with different materials to design and make products • explain what he/she likes about the work of others • know the names of tools, techniques and elements that he/she uses 	<ul style="list-style-type: none"> • try out different activities and make sensible choices about what to do next • select particular techniques to create a chosen product and develop some care and control over materials and their use • give reasons for his/her preferences when looking at art/craft or design work • know that different artistic works are made by craftspeople from different cultures and times 	<ul style="list-style-type: none"> • use a sketchbook for recording observations, for experimenting with techniques or planning out ideas • experiment with different materials to create a range of effects and use these techniques in the completed piece of work • explain what he/she likes or dislikes about their work • know about some of the great artists, architects and designers in history and describe their work
Techniques	<ul style="list-style-type: none"> • use a variety of tools including pencils, rubbers, crayons, pastels, felt tips, charcoal, ballpoints, chalk and other dry media to represent objects in lines. • explore mark-making using a variety of tools • make structures by joining simple objects together • cut, glue and trim material to create images from a variety of media e.g. photocopies, fabric, crepe paper, magazines • make marks in print using found objects and basic tools and use these to create repeating patterns • sort, cut and shape fabrics and experiment with ways of joining them 	<ul style="list-style-type: none"> • experiment with tones using pencils, chalk or charcoal • represent things observed, remembered or imagined using colour/tools • experiment with basic tools on rigid and flexible materials • he/she is able to make textured collages from a variety of media and by folding, crumpling and tearing materials • use a variety of techniques including carbon printing, relief, press and fabric printing and rubbings • develop techniques to join fabrics and apply decorations such as a running or over stitch 	<ul style="list-style-type: none"> • explore shading, using different media • understand and identify key aspects such as complementary colours, colour as tone, warm and cold colours • compare and recreate form of natural and manmade objects • he/she is able to create a collage using overlapping and layering • create printing blocks using relief or impressed techniques • add detail to work using different types of stitch, including cross-stitch

	Year 4	Year 5	Year 6
Learning KPIs	<ul style="list-style-type: none"> • use a sketchbook for collecting ideas and developing a plan for a completed piece of artwork • use taught technical skills to adapt and improve his/her work • articulate how he/she might improve their work using technical terms and reasons as a matter of routine • describe some of the key ideas, techniques and working practices of artists, architects and designers who he/she has studied 	<ul style="list-style-type: none"> • develop different ideas which can be used and explain his/her choices for the materials and techniques used • confidently and systematically investigate the potential of new and unfamiliar materials and use these learnt techniques within his/her work • evaluate his/her work against their intended outcome • research and discuss various artists, architects and designers and discuss their processes and explain how these were used in the finished product 	<ul style="list-style-type: none"> • select ideas based on first hand observations, experience or imagination and develop these through open ended research • refine his/her use of learnt techniques • adapt his/her own final work following feedback or discussion based on their preparatory ideas • describe the work and ideas of various artists, architects and designers, using appropriate vocabulary and referring to historical and cultural contexts • explain and justify preferences towards different styles and artists
Techniques	<ul style="list-style-type: none"> • draws familiar objects with correct proportions • create different effects by using a variety of tools and techniques such as bleeds, washes, scratches and splashes • plan a sculpture through drawing and other preparatory work • experiment with creating mood, feeling, movement and areas of interest by selecting appropriate materials and learnt techniques • use a variety of techniques e.g. marbling, silkscreen and cold water paste • print on fabrics using tie-dyes or batik 	<ul style="list-style-type: none"> • use line, tone and shading to represent things seen, remembered or imagined in three dimensions • mix colours to express mood, divide foreground from background or demonstrate tones • develop skills in using clay including slabs, coils and slips • add collage to a painted, drawn or printed background using a range of media, different techniques, colours and textures • experiment with using layers and overlays to create new colours/textures • return to work over longer periods of time and use a wider range of materials 	<ul style="list-style-type: none"> • begin to develop an awareness of composition, scale and proportion in their work • use simple perspective in their work using a single focal point and horizon • use techniques, colours, tones and effects in an appropriate way to represent things seen - brushstrokes following the direction of the grass, stippling to paint sand, watercolour bleeds to show clouds • produce intricate patterns and textures in a malleable media • use different techniques, colours and textures when designing and making pieces of work and explain his/her choices • create intricate printing patterns by simplifying and modifying sketchbook designs • follow a design brief to achieve an effect for a particular function