



Art and Design Milestones

Art – Early Years

To use vocabulary:

build, roll, join, bend, fold, stick, glue, cut, material, crayon, felt-tip, brush, paint, colours, flat, camera, photo, app, print, press, rub, pattern

Art. – EYFS ELGs

Explore, use and refine a variety of artistic effects to express their ideas and feelings.

Return to and build on their previous learning, refining ideas and developing their ability to represent them.

Create collaboratively sharing ideas, resources and skills

Art and Design - Y1

To develop ideas

Record and explore ideas from first hand observation, experience and imagination with support.

Explore different methods and materials with support as ideas develop.

Ask and answer questions about the starting points for their work

To master techniques - Painting

Use thick and thin brushes.

Mix colours and shades

Use different types of paint.

Create different textures (e.g, use sand or sawdust in paint)

To master techniques – Collage

Use a combination of materials that are cut, torn and glued (tissue, magazines, crepe paper etc.)

Sort and arrange materials.

Create images from imagination, experience or observations

To master techniques - Sculpture

Use rolled up paper, straws, paper, card as materials.

Manipulate clay in a variety of ways (e.g. rolling, kneading and shaping)

Experiment with, construct and join recycled, natural and man-made materials

To master techniques – Drawing

Begin to explore the use of line, shape and colour.

Begin to colour (own work) neatly following the lines.

Use a variety of tools inc. pencils, rubbers, crayons, pastels, felt tips etc,

To master techniques – Print

Make marks in print with a variety of objects including natural and manmade objects.

Make rubbings

Build a repeating pattern

Recognise pattern in the environment

To master techniques – Textiles

Experiment with weaving, beginning to make a pattern.

Cut, glue and trim material.

To master techniques - Digital Media

Create a digital image using tools to make different colours, lines and shapes.

To take inspiration from the greats (classic and modern)

Describe the work of notable artists, artisans and designers.

Use some of the ideas of artists studied to create pieces with support.

To use vocabulary:

Printing: mark, rubbing, repeat, pattern, print, image

Digital Media: digital image, colour, line, shape, camera, enlarge

Collage: tear, glue, sort, mix, collage

Draw: line, shape, pastel, sketch pencil, thick, thin, narrow, fine, detail

Painting: primary colours, poster paint, marbling, block colour, light, dark, warm, cold, bright, dull

Textiles: weave, pattern, trim, material, sew, cotton, needle, join

Sculpture: roll, experiment, man-made, clay, construct, model, knead, recycle, fold, shape, join, bend

Art and Design – Y2

To develop ideas

Record and explore ideas from first hand observation, experience and imagination.

Explore different methods and materials as ideas develop.

Ask and answer questions about the starting points for their work and the processes they have used.

To master techniques - Painting

Use a variety of tools and techniques including the use of different brush sizes and types

Mix primary colours to make secondary.

Add white to colours to make tints and black to colours to make tones.

Create colour wheels

To master techniques – Collage

Use a combination of materials that are cut, torn and glued (e.g. fabric, plastic, different papers etc.)

Create textured collages from a variety of media

Make a simple mosaic.

To master techniques - Sculpture

Use a combination of shapes.

Include lines and texture.

Use techniques such as rolling, cutting, moulding and carving.

Construct and join a variety of materials including recycled, natural and man-made materials with more accuracy.

To master techniques – Drawing

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.

To master techniques – Print

Use repeating or overlapping shapes.

Mimic print from the environment (e.g. wallpapers).

Use objects to create prints (e.g. fruit, vegetables or sponges).

Press, roll, rub and stamp to make prints.

To master techniques – Textiles

Use weaving to create a pattern.

Join materials using glue and/or a stitch.

To master techniques - Digital Media

Create a digital image using tools to make different colours, tones, textures, lines and shapes.

To take inspiration from the greats (classic and modern)

Explore the differences and similarities within the work of artists, craftspeople and designers in different times and cultures.

Use some of the ideas of artists studied to create pieces.

To use vocabulary:

Printing: overlap, stamp, repeat, mimic, object, press, roll, rub, reverse, rotate

Digital Media: digital image, cut, paste, text box

Collage: combine, texture, variety, mosaic, mixed media

Draw: thick, thin, pattern, texture, tone, soft, broad, charcoal
 Painting: secondary colours, shades, marbling, texture, tone, light, dark, tint, thick, thin, warm, cold, bright, dull, broad stroke, small stroke, long stroke, short stroke
 Textiles: attach, stitch, felt, hessian, yarn
 Sculpture: combine, construct, line, texture, roll, cut, mould, carve, natural, man-made, sculpt, structure, impress, curve

Art and Design – Y3

To develop ideas

Explore ideas for different purposes.

Collect information and resources.

Question and make thoughtful observations about starting points and select ideas to use in their work.

To master techniques - Painting

Use a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines.

Mix colours effectively knowing which primary colours make secondary colours.

Use watercolour paint to produce washes for backgrounds then add detail.

Experiment with creating mood with colour beginning to develop a colour vocabulary.

To master techniques – Collage

Select and arrange materials by overlapping, layering etc.

Use tessellation and more complex mosaic.

To master techniques - Sculpture

Create and combine shapes to create recognisable forms (e.g. shapes made from nets or solid materials).

Use clay and other mouldable materials.

Add materials to provide interesting detail.

To master techniques – Drawing

Experiment with different grades of pencil

Label sketches to begin to explain and elaborate ideas.

Begin to sketch lightly (no need to use a rubber to correct mistakes).

Use shading to show light and shadow.

To master techniques – Print

Replicate patterns from the environment (e.g. wallpapers, existing artwork)

Use layers of two colours in a design.

Make printing blocks (e.g. from coiled string glued to a block).

Make precise repeating patterns.

To master techniques – Textiles

Shape materials.

Use basic cross stitch and back stitch.

Colour fabric.

Create weavings.

To master techniques - Digital Media

Create images, video and sound recordings.

To take inspiration from the greats (classic and modern)

Replicate some of the techniques used by notable artists, artisans and designers.

To use vocabulary:

Printing: replicate, imprint, layer, design, blocks, precise, background, stencil, mould

Digital Media: video, sound recording, layer, scale, green screen, saturation

Collage: arrange, overlap, layer, tessellation, complex

Draw: grades, elaborate, blending, light, shading, shadow, position, label

Painting: tint, bold, delicate, watercolour, wash, background, foreground, mood, colour descriptors: emerald, rose, long stroke, short stroke, broad stroke, small stroke

Textiles: shape, cross-stitch, back-stitch, running-stitch, fabric, natural, synthetic, threading, tease

Sculpture: create, recognise, net, solid, mouldable, interest, detail, 2D, 3D

Art and Design – Y4

To develop ideas

Explore ideas for different purposes and audiences.

Collect information, sketches and resources.

Adapt and refine ideas as they progress.

Comment on artworks choosing visual language from a choice.

To master techniques - Painting

Plan and create different effects and texture with paint according to what they need for the task.

Make and match colours with increasing accuracy

Choose paints and implements appropriately.

Use more specific colour language e.g. tint, tone, shade, hue.

To master techniques – Collage

Select and arrange materials for a striking effect.

Ensure work is precise.

Use coiling and montage.

To master techniques - Sculpture

Include texture that conveys feelings, expression or movement.

Join clay and other mouldable materials adequately and work reasonably independently.

Use a variety of materials making informed choices about the 3D technique chosen.

To master techniques – Drawing

Use different grades 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 hatching and cross hatching to show tone and texture.

To master techniques – Print

Use layers of three colours.

Replicate patterns observed in natural or built environments.

Make printing blocks using materials chosen to get an effect they want.

Make precise repeating patterns of a more complicated design.

To master techniques – Textiles

Shape and stitch materials.

Use blanket stitch.

Quilt, pad and gather fabric.

To master techniques - Digital Media

Create images, video and sound recordings and explain why they were created.

To take inspiration from the greats (classic and modern)

Create original pieces that are influenced by studies of others.

To use vocabulary:

Printing: effect, precision, complicated, linear, manipulate, continuous

Digital Media: explanation, clone

Collage: precision, striking, montage, coiling, geometric

Draw: annotate, elaborate, light, hatching, cross-hatching, stippling, tone, texture, weight, pressure

Painting: hue, scenery, swirling, fan, stippling, middle ground, horizon, abstract, feathering

Textiles: blanket-stitch, quilt, pad, gather, emblem

Sculpture: express, convey, form, compose, adequate, ornate, 3D, model

Art and Design – Y5

To develop ideas

Collect information, sketches and resources and present ideas in a sketch book.

Use the qualities of materials to explore ideas in different ways.

Comment on artworks using visual language.

To master techniques - Painting

Begin to sketch (lightly) before painting to combine line and colour.

Demonstrate a secure knowledge about primary and secondary, warm and cold, complementary and contrasting colours.

Use the qualities of different paints to create texture and visually interesting pieces.

Use brush techniques to create texture.

To master techniques – Collage

Mix textures (rough and smooth, plain and patterned).

Combine visual and tactile qualities.

To master techniques - Sculpture

Begin to show life-like qualities and real-life proportions.

Begin to explain choice and interpretations for more abstract pieces.

Develop skills in using clay inc. slabs, coils, slips, etc.

Combine visual and tactile qualities.

To master techniques – Drawing

Use a variety of techniques to add interesting effects (e.g. shadows, direction of sunlight).

Use a choice of techniques to depict shadows and reflection.

Use lines to represent movement.

To master techniques – Print

Build up layers of colour and texture.

Create an accurate pattern, showing fine detail.

Use a range of visual elements.

To master techniques – Textiles

Combine a variety of stitches in one piece.

Use different grades and uses of threads and needles.

To master techniques - Digital Media

Enhance digital media by editing images and/or sound.

To take inspiration from the greats (classic and modern)

Give details (including own sketches) about the style of some notable artists, artisans and designers.

Create original pieces that show a range of influences and styles.

To use vocabulary:

Printing: develop, accurate, fine, visual, etching, engraving, indentation, pressure

Digital Media: edit, enhance

Collage: visual, tactile, replicate

Draw: technique, distance, effect, shadow, reflection, direction, represent, viewpoint, distance, subject, expression, feathering

Painting: stippling, splattering, dabbing, scraping, dotted, stroked, flat, layered, combine, complementary, contrasting

Textiles: combine, embroider, grades, technique, cloth, fray, embellish

Sculpture: life-like, real-life, interpret, abstract, slab, coil, slip, visual, tactile, proportion, scale, pliable

Art and Design – Y6

To develop ideas

Develop and imaginatively extend ideas from a variety of sources, inc. those researched independently.

Collect information, sketches and resources and present ideas imaginatively in a sketch book.

Adapt their work according to their views and describe how they might develop it further.

Comment on artworks with a fluent grasp of visual language.

To master techniques - Painting

Sketch (lightly) before painting to combine line and colour.

Combine colours, tones and tints to enhance the mood of a piece.

Choose appropriate paint, paper and implements to adapt and extend their work.

Develop a personal style of painting, drawing upon ideas from other artists.

To master techniques – Collage

Use different techniques, colours and textures etc when designing and making pieces of work.

Use ceramic mosaic materials and techniques.

To master techniques - Sculpture

Show life-like qualities and real-life proportions.

Provoke different interpretations for more abstract pieces.

Use tools to carve and add shapes, texture and pattern.

Use frameworks (such as wire or moulds) to provide stability and form.

To master techniques – Drawing

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).

To master techniques – Print

Build up layers of prints.

Organise work in terms of pattern, repetition or symmetry.

Choose the printing method appropriate for the task.

To master techniques – Textiles

Show precision in techniques.

Choose from a range of stitching techniques.

Combine previously learned techniques to create pieces.

To master techniques - Digital Media

Enhance digital media by editing (including sound, video, animation, still images and installations).

To take inspiration from the greats (classic and modern)

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.

To use vocabulary:

Printing: symmetry, method, aesthetic, motif, reflection

Digital Media: animation, stylise, installation, clone, merge, layer

Collage: ceramic

Draw: reflection, impression, shadow, balance, movement, direction, perspective

Painting: style, arrangement, tonal, shading

Textiles: precision, variety, enhance, ruche

Sculpture: provoke, stability