

Implementation - Skills

	Contextual Studies/ Teamwork and Collaboration	Drawing	Painting	Other Media
EYFS	Describe art they have produced. Use ideas from an artist to create their own art.	Explore different drawing materials including different pencil types, colour, lead, crayon, pastel, and chalk. Make simple representations of objects that are familiar. Produce observational drawing, e.g. of butterflies, own portraits and sea creatures.	Name and recognise primary colours and colours produced by mixing. E.g. Van Gogh's Starry Night and Sunflowers.	Join material using glue and manipulate and use playdough/plasticine. Experiment with 3D junk modelling. E.g. by constructing emergency vehicles.
Year 1	Describe the work of artists, craftspeople, and designers and use the ideas to create their own pieces.	Draw using a variety of drawings tools. Add detail to pictures by developing control of the pencil, e.g. dinosaurs and characters from a story.	Name all the primary and secondary colours. Mix colours and apply colour with a range of tools, e.g. by painting dinosaurs. Create a colour wheel.	Construct a 3D sculpture using materials, e.g. a volcano Press, roll rub & stamp to create prints on t-shirts. Mix materials to create textured 2D shapes inspired by Piet Mondrian Create colours, shapes, textures lines using software and to edit these pictures using the software.
Year 2	Replicate some of the techniques used by artists, craftspeople, and designers.	Draw using shadows and using light and dark, e.g. animals.	Make many tones of one colour (using white) and darken colours without using black to create observational paintings, e.g. of plants.	Join two pieces of clay together using the coiling method, e.g. make the Eiffel Tower. Combine digital images with other media to produce artwork. E.g. create flags of different countries.
Year 3	Create original pieces using the techniques of artists, craftspeople and designers.	Use grades of pencils to create tonal shading. Use sketches to help produce a final piece of art, e.g. modes of transport	Colour mix, make colour wheels and use different types of brushes & techniques to creating and design, e.g. a cave.	Use malleable and rigid materials to shape, form, model and construct a 3D sculpture. E.g. a mini village Use materials to create mosaics. Create images, video & sound recordings using digital media. E.g.. design futuristic bus tickets.
Year 4	Describe the roles and purposes of artists, craftspeople and designers working in different times and cultures.	Apply a simple pattern and texture in a drawing. Compare drawings of David Hockney and Eileen Agar.	Colour mix, use tint, tone, shade and mood in paintings. E.g. of David Hockney and Eileen Agar's work.	Create surface pattern and textures in a malleable material, e.g. clay, plasticine and mod roc. E.g. design a 3D tunnel. Overlap and overlay textures to create images. Print blocks using a relief or impressed surfaces including potato prints, lino cuts and items which can be stuck onto surfaces. Present recorded visual images using software e.g. PowerPoint.
Year 5	Create own and collaborative outcomes on projects in two and three dimensions and on different scales.	Draw from a variety of sources including observations, photographs and digital prints. Examine Claude Monet's impressionists and use these to draw portraits and ground floor plans.	Paint an abstract background and feature foreground. E.g. the work of Peter Thorpe.	Use recyclable, natural, man-made materials to create sculptures. Collage to a painted, printed or drawn background. Present recorded visual images using software e.g. PowerPoint and import images into a graphics package. E.g., use Andy Warhol and Pop Art
Year 6	Annotate work in sketchbooks by describing how art pieces can be developed further. For example, with reference to tone, shading, tints etc.	Create detailed drawings based on close observation, e.g. vertebrates and invertebrates.	Shade and tint using black and white. Choose appropriate paint, paper and implements to adapt and extend work. E.g. by painting different bio mass such as forests, tundra, desert, and add plants and animals.	Produce intricate patterns with clay using slabs, coils, slips etc. Collage to extend work from initial ideas.
Year 7	Use illustration techniques, for example the use of typography to create a visual response to poetry, to work collaboratively in small groups to create outcomes.	Draw portraits using the grid method. Use colour mixing when drawing. Use observational drawing skills to create outcomes from primary sources.	Use a range of different paint including acrylic, watercolour and ready mix, to create tones and colours and then apply to various outcomes.	Use various tools and paper manipulation methods to create 3D objects, e.g. bugs and insects. Slip cast tiles using clay and plaster.
Year 8	Use ceramic skills (relief and recess) to create outcomes influenced by specific time periods. For example, Tudor Times	Use technical drawing skills, for example line, tone, shape form to create designs for final outcomes. For example, hybrid creatures illustrated in response to secondary source images.	Use watercolour to create both small and large-scale outcomes. Use acrylic paint to add block colour outcomes. Apply colour tonal range using paints.	Use tracing paper transfer, lino cutting tools and ink to create lino prints. Use craft knives and glue guns to create 3D outcomes using paper and layers of cardboard.
Year 9	Explain the artistic techniques of Emory Douglas, Frank Stella, Rene Magritte, Edward Hopper, Yayoi Kusama and Georges Seurat and use these techniques to create 3D outcomes.	Create line and tonal drawings of natural forms from secondary sources. Produce detailed drawings of their artist inspired outcomes.	Use watercolours to create tonal range by applying layers. Use various painting techniques to highlight texture in artist-inspired outcomes. Create acrylic artist research boxes.	Manipulate wire to create self-portraits and sculptures. Use various medias to create monoprints. Create a mixed media outcome using photography, photo-transfer and textiles. Apply construction skills to create 3D artist study outcomes.
Year 10	Create long-term projects that focus on specific historical art movements and artists. Relate these artists to their own projects.	Explain the artistic techniques of John Virtue, J.M.W. Turner and Stephen Wiltshire and use these to create outcomes using drawing medias (including pencil, chalk, pen and charcoal.)	Use a range of painting techniques in response to John Virtue, J.M.W. Turner and Stephen Wiltshire. Use watercolours, acrylics and inks – add examples of painting techniques	Create cardboard-backed mixed media outcomes in response to an artist and their project theme. Create plaster tiles through design and experimentation. Create mixed media final pieces using watercolour, acrylics, ink, oil pastels, calico, cardboard and/or paper Create alternative drawing outcomes with etching techniques
Year 11	Work independently to create entire projects based on relevant art movements and artists.	Use an advanced range of drawing techniques (including line, tone and form) and use a variety of medias to produce outcomes in response to Grayson Perry, Jenny Saville, Kehinde Wiley, Stanley Spencer and Lucian Freud.	Use an advanced range of painting techniques (for example dry brushing, solid colour and colour mixing) using acrylic, watercolour and inks. These techniques reflect artists Grayson Perry, Jenny Saville, Kehinde Wiley, Stanley Spencer and Lucian Freud.	Create etch prints combining printing, photographic and drawing skills. Create large scale ceramic outcomes in response to an artist. Create advanced mixed media final pieces using watercolour, acrylics, ink, oil pastels, calico, cardboard and/or paper.
Sixth Form	Work independently to create entire projects based on relevant art movements and artists.	Use an advanced range of drawing techniques (including line, tone and form) and use a variety of medias to produce outcomes in response to self-discovered and researched artists.	Use an advanced range of painting techniques using acrylic, watercolour, gouache, oil paints and inks. These techniques reflect self-discovered and researched artists.	Create prints using various techniques, such as lino, intaglio, silk screen, dry point etching and image transfer using resin. Create large scale outcomes in response to various artists. Create advanced mixed media final pieces using watercolour, acrylics, ink, oil pastels, calico, clay, plaster, film, animation, installation, photography and/or performance.