**Curriculum Progression - WCofE Primary School** 



### Milestone 0 - EYFS

### **End of Reception - Early Learning Goal**

#### **Creating with Materials**

- Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.
- · Share their creations, explaining the process they have used.
- Make use of props and materials when role playing characters in narratives and stories.

#### Threshold Concept - 1.) To Develop Ideas Milestone 3 Milestone 1 Milestone 2 **Y5 & Y6** Y1 & Y2 Y3 & Y4 Develop and imaginatively extend ideas from starting points throughout the Develop ideas from starting curriculum. pointsthroughout the curriculum. Collect information, sketches and · Respond to ideas and starting points. Collect information, sketches and resources and present ideas • Explore ideas and collect visual resources. imaginatively in a sketchbook. information. Adapt and refine ideas as they · Use the qualities of materials to · Explore different methods and progress. enhance ideas. Explore ideas in a variety of ways. materials asideas develop. Spot the potential in unexpected results Comment on artworks using visual as work progresses. language. · Comment on artworks with a fluent grasp of visual language.

Threshold Concept - 2.) To Master Techniques

#### **Painting** Milestone 1 Milestone 3 Milestone 2 Y5 & Y6 Y1 & Y2 Y3 & Y4 · Sketch (lightly) before painting to combine line and colour. Use a number of brush techniques Create a colour palette based upon using thick and thin brushes to colours observed in the natural or produce shapes, textures, patterns built world. Use thick and thin brushes. and lines. Use the qualities of watercolour and Mix primary colours to make Mix colours effectively. acrylic paints to create visually secondary. Use watercolour paint to produce interesting pieces. Add white to colours to make tints washes for backgrounds then add Combine colours, tones and tints to and black to colours to make tones. enhance the mood of a piece. Create colour wheels. Use brush techniques and the Experiment with creating mood with colour. qualities of paint to create texture. Develop a personal style of painting, drawing upon ideas from other artists.



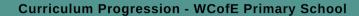


	Collage	
Milestone 1 Y1 & Y2	Milestone 2 Y3 & Y4	Milestone 3 Y5 & Y6
<ul> <li>Use a combination of materials that are cut, torn and glued.</li> <li>Sort and arrange materials.</li> <li>Mix materials to create texture.</li> </ul>	Select and arrange materials for a striking effect.     Ensure work is precise.     Use coiling, overlapping, tessellation, mosaic and montage.	Mix textures (rough and smooth, plain and patterned).     Combine visual and tactile qualities.     Use ceramic mosaic materials and techniques.

	Sculpture	
Milestone 1 Y1 & Y2	Milestone 2 Y3 & Y4	Milestone 3 Y5 & Y6
Use a combination of shapes. Include lines and texture. Use rolled up paper, straws, paper, card and clay as materials. Use techniques such as rolling, cutting, moulding and carving.	Create and combine shapes to create recognisable forms (e.g. shapes made from nets or solid materials). Include texture that conveys feelings, expression or movement. Use clay and other mouldable materials. Add materials to provide interesting detail.	Show life-like qualities and real-life proportions or, if more abstract, provoke different interpretations. Use tools to carve and add shapes, texture and pattern. Combine visual and tactile qualities. Use frameworks (such as wire or moulds) to provide stability and form.

	Drawing	
Milestone 1 Y1 & Y2	Milestone 2 Y3 & Y4	Milestone 3 Y5 & Y6
<ul> <li>Draw lines of different sizes and thickness.</li> <li>Colour (own work) neatly following the lines.</li> <li>Show pattern and texture by adding dots and lines.</li> <li>Show different tones by using coloured pencils.</li> </ul>	<ul> <li>Use different hardnesses of pencils to show line, tone and texture.</li> <li>Annotate sketches to explain and elaborate ideas.</li> <li>Sketch lightly (no need to use a rubber to correct mistakes).</li> <li>Use shading to show light and shadow.</li> <li>Use hatching and cross hatching to show tone and texture.</li> </ul>	<ul> <li>Use a variety of techniques to add interesting effects (e.g. reflections, shadows, direction of sunlight).</li> <li>Use a choice of techniques to depict movement, perspective, shadows and reflection.</li> <li>Choose a style of drawing suitable for the work (e.g. realistic or impressionistic).</li> <li>Use lines to represent movement.</li> </ul>





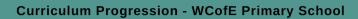


	Print	
Milestone 1 Y1 & Y2	Milestone 2 Y3 & Y4	Milestone 3 Y5 & Y6
<ul> <li>Use repeating or overlapping shapes.</li> <li>Mimic print from the environment (e.g. wallpapers).</li> <li>Use objects to create prints (e.g. fruit, vegetables or sponges).</li> <li>Press, roll, rub and stamp to make prints.</li> </ul>	<ul> <li>Use layers of two or more colours.</li> <li>Replicate patterns observed in natural or built environments.</li> <li>Make printing blocks (e.g. from coiled string glued to a block).</li> <li>Make precise repeating patterns.</li> </ul>	Build up layers of colours. Create an accurate pattern, showing fine detail. Use a range of visual elements to reflect the purpose of the work.



	Digital Media		
Milestone 1 Y1 & Y2	Milestone 2 Y3 & Y4		Milestone 3 Y5 & Y6
<ul> <li>Use a wide range of tools to create different textures, lines, tones, colours and shapes.</li> </ul>	Create images, video and sound recordings and explain why they were created.	(including	e digital media by editing g sound, video, animation, still nd installations).







	d Concept - 3.) To take Inspiration fron	
Milestone 1 Y1 & Y2	Milestone 2 Y3 & Y4	Milestone 3 Y5 & Y6
Describe the work of notable artists, rtisans and designers. Use some of the ideas of artists studied o reate pieces.	Replicate some of the techniques used by notable artists, artisans and designers.     Create original pieces that are influenced by studies of others.	<ul> <li>Give details (including own sketches) about the style of some notable artists, artisans and designers.</li> <li>Show how the work of those studied was influential in both society and to other artists.</li> <li>Create original pieces that show a range of influences and styles.</li> </ul>
	255	