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**Master techniques**

**Painting**

• Use thick and thin brushes.  
• Mix primary colours to make secondary.  
• Add white to colours to make tints and black to colours to make tones.  
• Create colour wheels.

**Collage**

• Use a combination of materials that are cut, torn and glued.  
• Sort and arrange materials.  
• Mix materials to create texture.

**Sculpture**

• 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

**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.

**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.

**Textiles**

• Use weaving to create a pattern.

• Join materials using glue and/or a stitch.

• Use plaiting.

• Use dip dye techniques.

**Digital Media**

• Use a wide range of tools to create different textures, lines, tones, colours and shapes.

Milestone 1

Year 1 & 2

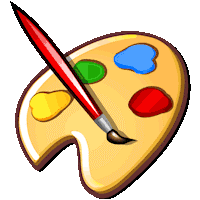
**Take inspiration from the greats**

• Describe the work of notable artists, artisans and designers.

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

**Develop ideas**

Respond to ideas and starting points.  
• Explore ideas and collect visual information.  
• Explore different methods and materials as ideas develop.



**Master techniques**

**Painting**

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

• Mix colours effectively.

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

• Experiment with creating mood with colour.

**Collage**

• Select and arrange materials for a striking effect.

• Ensure work is precise.

• Use coiling, overlapping, tessellation, mosaic and montage.

**Sculpture**

• 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.

**Drawing**

• Use different hardness’s 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 shading to show light and shadow.

• Use hatching and cross hatching to show tone and texture.

**Print**

• Use layers of two or more colours.

• Replicate patterns observed in natural or built environments.

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

• Make precise repeating patterns.

**Textiles**

• Shape and stitch materials.

• Use basic cross stitch and back stitch.

• Colour fabric.

• Create weavings.

• Quilt, pad and gather fabric.

**Digital Media**

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

**Develop ideas**

• Develop ideas from starting points throughout the curriculum.

• Collect information, sketches and resources.

• Adapt and refine ideas as they progress.

• Explore ideas in a variety of ways.

• Comment on artworks using visual language.

Milestone 2

Year 3 & 4

**Take inspiration from the greats**

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

• Create original pieces that are influenced by studies of others.

**Master techniques**

**Painting**

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

• Create a colour palette based upon colours observed in the natural or built world.

• Use the qualities of watercolour and acrylic paints to create visually interesting pieces.

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

• Use brush techniques and the qualities of paint to create texture.

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

**Collage**

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

• Combine visual and tactile qualities.

• Use ceramic mosaic materials and techniques.

**Sculpture**

• 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**

• 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).

• Use lines to represent movement.

**Print**

• 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.

**Textiles**

• Show precision in techniques.

• Choose from a range of stitching techniques.

• Combine previously learned techniques to create pieces.

**Digital Media**

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

**Develop ideas**

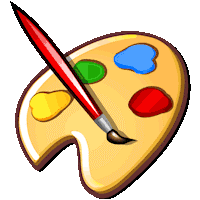
• Develop and imaginatively extend ideas from starting points throughout the curriculum.

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

• Use the qualities of materials to enhance ideas.

• Spot the potential in unexpected results as work progresses.

• Comment on artworks with a fluent grasp of visual language.



**Take inspiration from the greats**

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

• 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.

Milestone 3

Year 5 & 6