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| **Threshold concepts** | **Milestones** |
| **Develop ideas**This concept involves understanding how ideas develop through an artistic process | •Respond to ideas and starting points.• Explore ideas and collect visual information.• Explore different methods and materials as ideas develop. |
| **Master techniques**This concept involves developing a skill set so that ideas may be communicated. | **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. |
| **Take inspiration from the greats**This concept involves learning from both the artistic process and techniques of great artists and artisans throughout history. | • Describe the work of notable artists, artisans and designers.• Use some of the ideas of artists studied to create pieces. |