|  |  |
| --- | --- |
| **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. |