

### DMS Art Progression 2022 Primary

	<b>Year 1</b>	<b>Year 2</b>	<b>Year 3</b>
<b>Develop Ideas from sources</b>	Know how to describe and give an opinion about the work of an artist. Know some questions to ask about a piece of artwork.	Know how artists might have used colour, pattern and shape in their work.	Know how to compare work of different artists describing similarities and differences. Know some of the techniques used by different artists, identifying them in their work.
<b>Refine work</b>	Know how to use pencils to create lines of different thickness in drawings. Know how to create a repeating pattern in ink. Know how to cut, roll and coil materials. Know how to use IT to create a picture.	Know how to use charcoal, pencil and pastel to create artwork. Know how to use and select 3 different grades of pencil for drawing. Know how to mix paint to create secondary colours. Know how to make brown using paint. Know how to create tints by adding white and tones by adding black. Know how to make a printed piece of art by pressing, rolling, rubbing and stamping. Know how to make a clay pot and join 2 clay fingerpost together. Know how to use different effects within an IT paint package.	Know how to use different grades of pencil to shade and to show different tones and textures. Know how to create a background by using a wash. Know how to use a different range of paintbrushes to create different effects in painting.

<b>Record observations</b>	Know the names of primary and secondary colours.	Know the names of the secondary colours. Know the terms tints and tones. Know the names of art elements colour, pattern and shape.	Know how to use sketches to produce a final piece of artwork. Know how to use digital IT and combine with other media in artwork. Know about and be able to recognise Art from different cultures and historical periods .
<b>Present a personal and meaningful response</b>	Know how to create moods in artwork. Know how to show people's feelings in a paintings and drawings.	Know how to use a viewfinder to focus on a specific part of an artefact before drawing it.	Know how to use IT to create Art which includes own and others' work. Know how to show facial expressions in Art.

	<b>Year 4</b>	<b>Year 5</b>	<b>Year 6</b>
<b>Develop Ideas from sources</b>	Know the styles used by other artists and use this to experiment in own work.	Know how to replicate the style of an artist.	Know how a famous artist's work has influenced the style of their own work.
<b>Refine work</b>	Know the names of art elements texture, figure and form. Know how to use marks and lines to show texture in artwork. Know how to use line, tone, shape and colour to represent figure and forms in movement. Know how to show reflections in Art. Know how to print onto different materials using at least 4 colours.	Know how to draw objects using marks and lines to produce texture. Know how to organise line, tone, shape and colour to represent figure and form in movement. Know how to create an accurate print design following criteria. Know how to use images which they have created, scanned and found,	Know how to amend and make improvements to artwork using feedback. Know how to over print to create different patterns. Know why they have used specific techniques and tools to create their art and be able to explain this.

	<p>Know how to sculpt clay and other mouldable materials.</p> <p>Know how to integrate their own digital images into their art.</p>	<p>making necessary alterations to create a piece of art.</p>	<p>Know how to express ideas and experiment with basic materials while using them with increasing skill and awareness of personal safety.</p>
<p><b>Record observations</b></p>	<p>Know and explain some of the features from historical periods.</p> <p>Know how to collect visual information and record observations in a sketchbook.</p>	<p>Know how to use the observations collected and recorded in sketchbooks to experiment with ideas.</p> <p>Know how to research the work of an artist and use their work to replicate a style.</p>	<p>Know how to use the visual information and observations in their sketchbooks to review and revisit ideas.</p>
<p><b>Present a personal and meaningful response</b></p>	<p>Know how to show facial expressions and body language in sketches and paintings.</p>	<p>Know how to express emotion in art.</p> <p>Know how to successfully use shading to create mood and feeling.</p>	<p>Know how to use a range of e sources to create art.</p>

### DMS Art Progression KS3 – P16

	<b>Year 7</b>	<b>Year 8</b>	<b>Year 9</b>	<b>Year 10 - P16 (Aim Awards)</b>
<b>Develop Ideas from sources</b>	<p>Know how to analyse artists' work.</p> <p>Know about the ideas, methods and approaches of artists.</p> <p>Use this knowledge to comment on methods and approaches of artists and generate an idea of their own.</p>	<p>Know how to analyse and evaluate their own work and that of others.</p> <p>Know how to strengthen the visual impact of their own work and extend their thinking skills.</p>	<p>Know how to critically engage with a wide range of artists' work.</p> <p>Know why ideas and meaning are subject to different interpretation.</p> <p>To know how to use this understanding to extend their own thinking and practical work.</p>	<p>Know how to develop an awareness of the purposes and intentions of art, craft, and design in a variety of contexts as appropriate to their own work.</p> <p>Know how to refine ideas and proposals with increasing independence.</p>
<b>Refine work</b>	<p>Know and understand the range of possibilities that different mediums can offer.</p> <p>Know how to evaluate work making appropriate refinements.</p>	<p>Know how to utilise what they have learned from taking creative risks when exploring, experimenting with materials, techniques, and processes, in the development of their ideas.</p>	<p>Know how to express ideas in often original ways.</p> <p>Know to develop technical skills, becoming proficient in drawing, painting, sculpture and other art, craft, and design.</p> <p>Know and use safe working practices.</p>	<p>Know how to develop technical skills through working with a broad range of materials, techniques, and processes while becoming confident in taking risks when exploring with different mediums.</p> <p>Know how to express their ideas in original ways.</p>

<p><b>Record observations</b></p>	<p>Know how to gather visual resources and respond to them creatively using different materials, while exploring their ideas and recording their experiences.</p>	<p>Know how to use sketchbooks to gather visual resources.</p> <p>Know how to explore a range of methods to convey ideas and observations in a confident manner.</p> <p>Know how to carry out independent and sustained research that is relevant to their intentions.</p>	<p>Know about the history of art, craft, design, and architecture, including periods, styles, and major movements.</p> <p>Know how to respond to sources using their research with increasing skill and reflection.</p>	<p>Know how to develop their ideas through investigations informed by selecting and critically analysing sources.</p> <p>Know how to record their observations, insights, and judgements, visually, using appropriate specialist vocabulary.</p>
<p><b>Present a personal and meaningful response</b></p>	<p>Know how to produce imaginative outcomes that clearly grow out of their research and experimentation.</p> <p>Have a knowledge of visual language showing it in their work.</p>	<p>Know how to confidently show command of their creative practice.</p> <p>Know a variety of strategies to develop ideas that clearly reflect their intentions.</p> <p>Have a thorough understanding of the visual language in their work.</p>	<p>Know how to produce imaginative, original outcomes that grow out of their research and experimentation in a coherent manner and show an excellent understanding of the visual language</p>	<p>Know how to develop and create imaginative images, artefacts and products that show intuitive capability and understanding of the visual language in final outcomes.</p>