



## Our Lady of Victories Primary School Art and Design Milestones

Threshold Concepts	<b>MILESTONE 1</b> <b>The expected standard for students by the end of Year 2</b>	
<b>To develop ideas</b> This concept involves understanding how ideas develop through an artistic process.	Respond to ideas and starting points  Explore ideas  Explore different methods and materials as ideas develop	
<b>To master techniques</b> 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 textures 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 (eg. wallpapers) Use objects to create prints (eg. fruit, vegetables, sponges) Press, roll, rub and stamp to make prints
<b>To take inspiration from the greats (classic and modern)</b> 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	

Threshold Concepts	<h2 style="margin: 0;">MILESTONE 2</h2> <p style="margin: 0;">The expected standard for students by the end of Year 4</p>	
<b>To develop ideas</b> This concept involves understanding how ideas develop through an artistic process.	Develop ideas from starting points throughout the curriculum Begin to brainstorm and sketch ideas Adapt and refine ideas as they progress Explore ideas in a variety of ways Comment on artworks using visual language	
<b>To master techniques</b> This concept involves developing a skill set so that ideas may be communicated.	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 (eg. 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 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 (eg. from coiled string glued to a block) Make precise repeating patterns
<b>To take inspiration from the greats (classic and modern)</b> This concept involves learning from both the artistic process and techniques of great artists and artisans throughout history.	Describe in more detail the work of notable artists, artisans and designers Use some of the ideas of artists studied to create pieces	

Threshold Concepts	<h2 style="margin: 0;">MILESTONE 3</h2> <p style="margin: 0;">The expected standard for students by the end of Year 6</p>	
<b>To develop ideas</b> This concept involves understanding how ideas develop through an artistic process.	Develop and imaginatively extend ideas from starting points throughout the curriculum Produce more detailed designs and sketches 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	
<b>To master techniques</b> This concept involves developing a skill set so that ideas may be communicated.	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 colour, 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 (tough 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, provide different interpretations Use tools to carve and add shapes, textures 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 (eg. 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 (eg. realistic or impressionistic) Use lines to represent movement
	Print	Build up layers of colour Create accurate patterns, showing fine detail Use a range of visual elements to reflect the purpose of the work
<p><b>To take inspiration from the greats (classic and modern)</b> This concept involves learning from both the artistic process and techniques of great artists and artisans throughout history.</p>	<p>Describe the work of notable artists, artisans and designers</p> <p>Make comparisons between the work of notable artists, artisans and designers and understand how they influence each other and society</p> <p>Use some of the ideas of artists studied to create pieces</p>	