



<b>Skills Map for STEAM (Science, Technology, Engineering, Art &amp; Music)</b>			
<b>Art &amp; Design</b>			
<i>'We create, we design, we make, we evaluate in order to live life in all its fullness.'</i>			
Early Years			
<b>Drawing</b>	<b>Painting</b>	<b>Printing</b>	<b>Textiles</b>
<ul style="list-style-type: none"><li>To express their feeling through drawing.</li><li>To create moods in their drawings.</li><li>To draw controlled lines and use the skill to make different shapes.</li><li>To interpret an object through drawing.</li></ul>	<ul style="list-style-type: none"><li>To experiment with a range of painting equipment.</li><li>To paint controlled lines and use the skill to make different shapes.</li><li>To mix colours and describe how they change.</li></ul>	<ul style="list-style-type: none"><li>To use different tools through printing to create marks.</li><li>To create a simple pattern.</li><li>To repeat a print to make a simple pattern.</li></ul>	<ul style="list-style-type: none"><li>To manipulate fabric to achieve a desired effect. (e.g. weaving, costume making, paper making)</li><li>To weave a pattern.</li><li>To use their senses and make observations about the different types of textiles.</li></ul>
<b>3D</b>	<b>Collage</b>	<b>Use of IT</b>	<b>Knowledge</b>
<ul style="list-style-type: none"><li>To use found objects to build.</li><li>To select and use appropriate 3D shapes to build and recreate models.</li></ul>	<ul style="list-style-type: none"><li>To cut and tear paper and card for their collages.</li><li>To colour sort material.</li><li>To build layers</li></ul>	<ul style="list-style-type: none"><li>To use a simple painting program to create a picture.</li><li>To experiment using different tools in an application.</li></ul>	<ul style="list-style-type: none"><li>Describe what they can see and like in the work of another artist/craft maker/designer.</li><li>Say what they liked about their artwork or what they did well.</li></ul>
<b>Greater Depth</b>			
<ul style="list-style-type: none"><li>Develop their own ideas through selecting and using materials and working on processes that interest them.</li><li>Through their explorations, can they find out and make decisions about how media and materials can be combined and changed.</li><li>Talk about the ideas and processes which have led them to make their designs or images.</li><li>Talk about the features of their own and others' work, recognising the differences between them and the strengths of others.</li></ul>			



## Year 1

Year 1			
Drawing	Painting	Printing	Textiles
<ul style="list-style-type: none"><li>To express their feeling through drawing.</li><li>To create moods in their drawings.</li><li>To draw lines of different shapes and thickness, using different grades of pencil.</li><li>To interpret an object through drawing.</li></ul>	<ul style="list-style-type: none"><li>To express their feelings through painting.</li><li>To interpret an object through painting.</li><li>To have an understanding of basic colour theory.</li></ul>	<ul style="list-style-type: none"><li>To recognise different marks through printing with different objects.</li><li>To repeat a print to make a pattern.</li><li>To apply drawing skills to print.</li></ul>	<ul style="list-style-type: none"><li>To group fabrics and threads by colour and texture.</li><li>To be able to weave a pattern.</li><li>To identify when patterns are used in textile design.</li></ul>
3D	Collage	Use of IT	Knowledge
<ul style="list-style-type: none"><li>To recognise different textures in different surfaces.</li><li>To use different materials to create raised texture.</li><li>To scrunch, roll, shape materials to make a 3D form.</li></ul>	<ul style="list-style-type: none"><li>To cut and tear paper and card for their collages.</li><li>To colour sort material.</li><li>To build layers of materials to create an image.</li></ul>	<ul style="list-style-type: none"><li>To use a simple painting program to create a picture.</li><li>To recognise different tools and how to use them.</li><li>To go back and change their picture.</li></ul>	<ul style="list-style-type: none"><li>Describe what they can see and like in the work of another artist/craft maker/designer.</li><li>Express their feelings about their own piece of art.</li><li>Express their feelings about a peer's piece of art.</li></ul>
Greater Depth			
<ul style="list-style-type: none"><li>Make links between their own artwork and other artists.</li><li>Evaluate their own and others' artwork and make suggestions for improvement.</li><li>Comment how an artist/designer has used colour, pattern and shape.</li><li>Plan their art using a range of techniques e.g. sketches, discussion.</li></ul>			



Year 2			
Drawing	Painting	Printing	Sketch books
<ul style="list-style-type: none"><li>To understand where they might use different grades of pencil in their drawing and why.</li><li>To use charcoal and pastels to create different drawing styles.</li><li>To create different tones using light and dark.</li><li>To use different shading techniques to create different tones.</li><li>To show patterns and texture in their drawings</li><li>To use a viewfinder to focus on a specific part of an artefact before drawing it.</li></ul>	<ul style="list-style-type: none"><li>To mix paint to explore colour theory.</li><li>To create shades of a colour.</li><li>To experiment with watercolour techniques to create different effects.</li></ul>	<ul style="list-style-type: none"><li>To create a repeat print.</li><li>To create an impression in a surface and use this to print.</li><li>To find printing opportunities in everyday objects.</li></ul>	<ul style="list-style-type: none"><li>To begin to demonstrate their ideas through sketches in their sketchbooks.</li><li>To make links with an artist and show this in their sketchbooks.</li><li>To use their sketchbooks as a mode to record experimentation.</li></ul>
3D/Textiles	Collage	Use of IT	Knowledge
<ul style="list-style-type: none"><li>To mould, form and shape and bond materials to create a 3D form.</li><li>To use bonding techniques to add parts onto their sculpture.</li><li>To apply a smooth surface to a sculptural form.</li><li>To add line and shape to their work.</li><li>To bond fabrics together.</li><li>To build an image using fabrics.</li><li>To create a large-scale textile or sculpture piece through class collaboration.</li></ul>	<ul style="list-style-type: none"><li>To interpret an object through collage.</li><li>To use different kinds of media to embellish and add details on their collage and explain what effect this has.</li></ul>	<ul style="list-style-type: none"><li>To be able to create a picture independently.</li><li>To use simple IT mark making tools, e.g. brush and pen tools.</li><li>To edit their own work.</li><li>To change their photographic images on a computer.</li></ul>	<ul style="list-style-type: none"><li>Make links to an artist to inspire their work.</li><li>Make topic links to their art.</li><li>Say how other artist/craft, maker/designer have used colour, pattern and shape.</li></ul>
Greater Depth			
<ul style="list-style-type: none"><li>Make comparisons between their own artwork and other artists.</li><li>Articulate what they are trying to express in their own artwork.</li><li>Make suggestions for improvement in their own and others' artwork.</li><li>Transfer skills into a different medium e.g. using drawing skills when painting.</li></ul>			



## Year 3

Drawing	Painting	Printing	Sketch books
<ul style="list-style-type: none"><li>To use their sketches to develop a final piece of work.</li><li>To use drawing as a tool to express an idea.</li><li>To use different shading techniques to give depth to a drawing.</li><li>To use different shading techniques to create texture in a drawing.</li></ul>	<ul style="list-style-type: none"><li>To mix a range of colours in the colour wheel.</li><li>To identify what colours work well together.</li><li>To create a background using a wash.</li><li>To use a range of brushes to create different effects.</li></ul>	<ul style="list-style-type: none"><li>To experiment with layered printing using 2 colours or more.</li><li>To understand how printing can be used to make numerous designs.</li><li>To transfer a drawing into a print.</li></ul>	<ul style="list-style-type: none"><li>To use their sketch books to express feelings about a subject and to describe likes and dislikes.</li><li>To make notes in their sketch books about techniques used by artists.</li><li>To suggest improvements to their work by keeping notes in their sketch books.</li></ul>
3D/Textiles	Collage	Use of IT	Knowledge
<ul style="list-style-type: none"><li>To add layers onto their work to create texture and shape.</li><li>To work collaboratively to create a large sculptural form.</li><li>To use fabrics to build an image.</li><li>To add details to a piece of work.</li><li>To add texture to a piece of work.</li></ul>	<ul style="list-style-type: none"><li>To overlap materials.</li><li>To use collage as a tool to develop a piece in mixed media.</li><li>To use collage to create a mood boards of ideas.</li></ul>	<ul style="list-style-type: none"><li>To combine digital images with other media.</li><li>To use IT programs to create a piece of work that includes their own work and that of others (using web)</li><li>To use the web to research an artist or style of art.</li></ul>	<ul style="list-style-type: none"><li>Compare the work of different artists.</li><li>Explore work from other cultures.</li><li>Communicate what they feel the artist is trying to express in their work.</li><li>Communicate what they are trying to express in their own work.</li></ul>
<i>Greater Depth</i>			
<ul style="list-style-type: none"><li>Evaluate their learning process and make suggestions for improvement in their own and others' artwork.</li><li>Adapt or improve their original ideas.</li><li>Explain why they have selected specific materials for their artwork.</li><li>Begin to communicate influences of their artwork e.g. mood boards, artists, objects, nature.</li></ul>			



Drawing	Painting	Printing	Sketch books
<ul style="list-style-type: none"><li>To experiment with drawing techniques to support their observations.</li><li>To create a sense of distances and proportion in a drawing.</li><li>To use experimental drawing techniques to create atmosphere in a drawing.</li><li>To explain why they have chosen specific materials to draw with.</li></ul>	<ul style="list-style-type: none"><li>To understand the different properties of different paints.</li><li>To create mood in a painting.</li><li>To use shade to create depth in a painting.</li></ul>	<ul style="list-style-type: none"><li>To explore a variety of printing techniques.</li><li>To create an accurate print design.</li><li>To use printmaking as a tool with other medias to develop a final outcome.</li></ul>	<ul style="list-style-type: none"><li>To use their sketch books to express feelings about a subjects and outline likes and dislikes.</li><li>To produce a mood board to inspire and influence their work.</li><li>To use their sketch books to adapt and improve their original ideas.</li><li>To keep notes about the purpose of their work in their sketch books</li><li>To evaluate their learning and record in sketch books.</li></ul>
3D/Textiles	Collage	Use of IT	Knowledge
<ul style="list-style-type: none"><li>To experiment with and combine materials and processes to design and make 3D form.</li><li>To take a 2D drawing into a 3D form.</li><li>To shape using a variety of mouldable materials.</li><li>To explore a range of textures using textiles.</li><li>To transfer a drawing into a textile design.</li><li>To use artists to influence their textile designs.</li></ul>	<ul style="list-style-type: none"><li>To overlap materials.</li><li>To use collage as a tool to develop a piece in mixed media.</li><li>To use collage to create a mood boards of ideas.</li></ul>	<ul style="list-style-type: none"><li>To present a collection of their work on a slide show.</li><li>To create a piece of art work which includes the integration of digital images they have taken.</li><li>To combine graphics and text based on their research.</li></ul>	<ul style="list-style-type: none"><li>Compare the work of different artists.</li><li>Explore work from other cultures.</li><li>See how art can change over time.</li><li>Communicate what they feel the artist is trying to express in their work.</li><li>Communicate what they are trying to express in their own work.</li></ul>
<i><b>Greater Depth</b></i>			
<ul style="list-style-type: none"><li>Critique their own and others' artwork throughout the learning process to develop and support each other.</li><li>Use a range of sources e.g. books, internet, galleries to influence their ideas.</li><li>Experiment with combining different materials and discuss their effectiveness.</li><li>Discuss how a range of factors influences art from different cultures.</li></ul>			



Drawing	Painting	Printing	Sketch books
<ul style="list-style-type: none"><li>To experiment with drawing techniques to support their observations.</li><li>To create a sense of distances and proportion in a drawing.</li><li>To use line to create movement in a drawing.</li><li>To understand how drawing skills can support other media.</li><li>To develop a series of drawings that explore a theme.</li><li>To explain why they have chosen specific materials to draw with.</li></ul>	<ul style="list-style-type: none"><li>To understand the different properties of different paints.</li><li>To create a range of shades using different kinds of paint.</li><li>To create mood in a painting.</li><li>To use shade to create depth in a painting.</li><li>Identify different painting styles and how these have artists are influenced by these styles over time.</li></ul>	<ul style="list-style-type: none"><li>To be able to print using materials.</li><li>To create an accurate print design that reflects a theme or ideas.</li><li>To make links with printmaking and other medias to help develop their work.</li></ul>	<ul style="list-style-type: none"><li>To experiment with different styles which artists have used.</li><li>To use their sketch books as a mode to record the learning journey.</li><li>To use their sketchbooks to explore and practice using a range of materials, record ideas and experiment.</li><li>To use their sketchbooks to build and record their knowledge.</li><li>To compare sketchbook ideas and give supportive and constructive feedback on peers' development.</li></ul>
3D/Textiles	Collage	Use of IT	Knowledge
<ul style="list-style-type: none"><li>To experiment with and combine materials and processes to design and make 3D form.</li><li>To take a 2D drawing into a 3D form.</li><li>To shape using a variety of mouldable materials.</li><li>To explore a range of textures using textiles.</li><li>To transfer a drawing into a textile design.</li><li>To use artists to influence their textile designs.</li></ul>	<ul style="list-style-type: none"><li>To overlap materials.</li><li>To use collage as a tool to develop a piece in mixed media.</li><li>To use collage to create a mood boards of ideas.</li><li>To combine pattern, tone and shape in collage.</li></ul>	<ul style="list-style-type: none"><li>To create a piece of art work which includes the integration of digital images they have taken.</li><li>To combine graphics and text based on their research.</li><li>To scan images and take digital photos, and use software to alter them.</li><li>To create digital images with animation, video and sound to communicate their ideas.</li></ul>	<ul style="list-style-type: none"><li>Experiment with different styles which artists have used.</li><li>Learn about the work of others by looking at their work in books, the internet, visits to galleries and sharing ideas as a class.</li><li>Critique each other's' work as a way of developing and supporting each other's' ideas.</li><li>Understand how different medias can be combined and work together.</li><li>Know to develop an idea through exploration and experimentation.</li></ul>
<b>Greater Depth</b>			
<ul style="list-style-type: none"><li>Keep detailed notes, quotes or annotations using advanced vocabulary to explain and reflect on their artistic process. E.g. form, composition, tone.</li><li>Plan carefully their art, taking into account layout, composition and perspective.</li><li>Explain their own style of art and what has influenced their choices. E.g. mood, events, geography, nature, history.</li></ul>			

## Year 6

<b>Drawing</b>	<b>Painting</b>	<b>Printing</b>	<b>Sketch books</b>
<ul style="list-style-type: none"> <li>To communicate ideas and convey a sense of individual style in sketches.</li> <li>To show strong understanding of how to use shading techniques to create depth and tone.</li> <li>To know when to apply different drawing techniques to support their outcomes.</li> <li>To create accurate and experimental drawings.</li> <li>To explain how they have combined different tools and why they have chosen different techniques.</li> </ul>	<ul style="list-style-type: none"> <li>To explain what their own style is.</li> <li>To use a wide range of techniques in their work and explain why they have chosen these techniques.</li> <li>To have a strong understanding of colour theory and how to use it to create a balanced painting.</li> </ul>	<ul style="list-style-type: none"> <li>To overprint using different colours.</li> <li>To identify different printing methods and make decisions about the effectiveness of their printing methods.</li> <li>To understand how to make a positive and a negative print.</li> </ul>	<ul style="list-style-type: none"> <li>To make detailed notes, and quotes explaining their drawings and ideas.</li> <li>To compare their methods to those of others and keep notes.</li> <li>To adapt and refine its meaning and purpose, keeping notes and annotations in their sketch books.</li> <li>To include formal elements of art: line, form, pattern, tone, colour, space and shape. Presentations should be clear and labelled.</li> </ul>
<b>3D/Textiles</b>	<b>Collage</b>	<b>Use of IT</b>	<b>Knowledge</b>
<ul style="list-style-type: none"> <li>To create models on a range of scales.</li> <li>To create work which is open to interpretation by the audience.</li> <li>To include both visual and tactile elements in their work.</li> <li>To know the properties of a wide range of different sculptural materials and how to use them.</li> </ul>	<ul style="list-style-type: none"> <li>To justify the materials they have chosen.</li> <li>To combine pattern, tone and shape.</li> <li>To use collage as part of a mixed media project.</li> <li>To express their ideas through collage.</li> </ul>	<ul style="list-style-type: none"> <li>To use software packages to create pieces of digital art to design.</li> <li>To create a piece of art which can be used as part of a wider presentation.</li> </ul>	<ul style="list-style-type: none"> <li>Make a record about the styles and qualities in their pieces.</li> <li>Say what their work is influenced by.</li> <li>Include technical aspects in their work e.g. architectural design</li> <li>Have knowledge of a wide range of artists and have formed their own opinions on their different styles.</li> </ul>
<b>Greater Depth</b>			
<ul style="list-style-type: none"> <li>Demonstrate an understanding of the 'Creative Process' by managing their time effectively, practicing skills, and actively enquiring how to make improvements.</li> <li>Work independently, confidently and take creative risks in their work.</li> <li>Explain their own style of art and identify a range of influences. E.g. mood, events, geography, nature, history.</li> </ul>			