Threshold Concepts – Art and Design

		Pre Milestone	Milestone 1	Milestone 2	Milestone 3
Develop ideas.		 Explores different materials freely, in order to develop their ideas about how to use them and what to make. Develop their own ideas and then decide which materials to use to express them. Explore, use and refine a variety of artistic effects to express their ideas and feelings. Return to and build on their previous learning, refining ideas and developing their ability to represent them. 	 Respond to ideas and starting points. Explore ideas and collect visual information. Explore different methods and materials as ideas develop. 	 Develop ideas from starting points throughout the curriculum. Collect information, sketches and resources. Adapt and refine ideas as they progress. Comment on artworks using visual language. 	 Develop and imaginatively extend ideas from starting points throughout the curriculum. Collect information, sketches and resources and present ideas imaginatively in a sketch book. 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.
Master techniques	Painting	 Explore colour and colour mixing. Show different emotions in their drawings and paintings. Create closed shapes with continuous lines and begin to use these shapes to represent objects. 	 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. 	 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. 	 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 colours, tones and tints to enhance the mood of a piece. Use brush techniques and the qualities of paint to create texture.

				6. Develop a personal style of painting, drawing upon ideas from other artists.
Collage	 Explores different materials freely, in order to develop their ideas about how to use them and what to make. Develop their own ideas and then decide which materials to use to express them. Join different materials and explore different textures. Safely use and explore a variety of materials, tools and techniques, exprimenting with colour, design, texture, form and function. 	 Use a combination of materials that are cut, torn and glued. Sort and arrange materials. Mix materials to create texture. 	 Select and arrange materials for a striking effect. Ensure work is precise. Use coiling, overlapping, tessellation, mosaic and montage. 	 Mix texture (rough and smooth, plain and patterned). Combine visual and tactile qualities. Use ceramic mosaic materials and techniques.
Sculpture	 Safely use and explore a variety of materials, tools and techniques, exprimenting with colour, design, texture, form and function. Create collaboratively sharing ideas, resources and skills. 	 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. 	 Create and combine shapes to create recognisable forms (e.g. shapes made from nets or solid materials). Include texture that conveys feelings, expression or movement. Use clay and other mouldable material. Add materials to provide interesting detail. 	 Show life-like qualities and real-life proportions or, if more abstract, provoke different interpretations. Use tools to carve and add shapes, texture and pattern. Combine visual and tactile qualities. Use frameworks (such as wire or moulds) to provide stability and form.
Drawing	 Draw with increasing complexity and detail, such as representing a face with a circle and including details. Use drawings to represent ideas like movements or loud noises. 	 Draw lines of different sizes and thicknesses. Colour (own work) neatly following the lines. Show pattern and texture by adding dots and lines. 	 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 a variety of techniques to add interesting effects (e.g. reflections, shadows, direction of sunlight). Use a choice of techniques to depict movement,

	 Show different emotions in their drawings and paintings. Create closed shapes with continuous lines and begin to use these shapes to represent objects. Begin to show accuracy and care when drawing. 	4. Show different tones by using coloured pencils.	4. Use shadowing to show light and shadow.5. Use hatching and cross hatching to show tone and texture.	perspective, shadows and reflection. 3. Choose a style of drawing suitable for the work (e.g. realistic or impressionistic). 4. Use lines to represent movement.
Print	Safely use and explore a variety of materials, tools and techniques, exprimenting with colour, design, texture, form and function.	 Use repeating or overlapping shapes. Mimic print from the environment (e.g. wallpaper). Use objects to create prints (e.g. fruit, vegetables or sponges). Press, roll, rub and stamp to make prints. 	 Use layers of two or more colours. Replicate patterns observed in natural or built environments. Make printing blocks (e.g. from coiled springs glued to a block). Make precise repeating patterns. 	 Build up layers of colours. Create an accurate pattern showing final detail. Use a range of visual elements to reflect the purpose of the work.
Textiles	 Join different materials and explore different textures. Safely use and explore a variety of materials, tools and techniques, exprimenting with colour, design, texture, form and function. Share their creations, explaining the process they have used. 	 Use weaving to create a pattern. Join materials using glue and/or stich. Use plaiting. Use dip dye techniques. 	 Shape and stitch materials. Use basic cross stretch and back stich. Colour fabric. Create weavings. Quilt, pad and gather fabric. 	 Show precision in techniques. Choose from a range of stitching techniques. Combine previously learned techniques to create pieces.
Digital media		Use a wide range of tools to create different textures, lines, tones, colours, and shapes.	Create images, video and sound recordings and explain why they were created.	Enhance digital media by editing (including sound, video, animation, still images and installations).

Take inspiration from	1. Share their creations,	1.	Describe the work of notable	1.	Replicate some of the	1.	Give details (including own
the greats	explaining the process they have used. 2. Develop their own ideas and	2	artists, artisans and designers. Use some of the ideas of		techniques used by notable artists, artisans and designers.		sketches) about the style of some notable artists, artisans and designers.
	then decide which materials to use to express them. 3. Explore, use and refine a variety of artistic effects to express their ideas and	2.	artists studied to create pieces.	2.	Create original pieces that are influenced by studies of others.	2.	Show how the work of those studied was influential in both society and to other artists.
	feelings.						