

Progression of skills and knowledge for Art and Design

Throughout the year, children should have experiences in all of: drawing, printing, painting, sculpture, collage and photography
They should work in a range of scales and look at artists, craft makers, designers and architects from different cultures and styles.

Children should use a wide range of media, that could include:

Drawing - fingers, sticks, pencils, coloured pencils, pastels, chalk, ink, charcoal, pens, crayons, water, ICT software, watercolour pencils

Painting – powder, ready mix, watercolour, acrylic, oil, fingers, sponges, range of brushes thickness and sizes.

Printing – blocks, card, string, vegetable, sponges, lino, gelli plate, polystyrene tiles

Collage – felt, wool, string, fabric, thread, papers of varied texture

Sculptures - Papier Mache, Modroc, clay, paper, wire, junk, natural found materials, playdoh, air dough

Photography – iPads, cameras, computer software, modifying photographers on paper

	EYFS	Year 1	Year 2
Generating Ideas Skills of designing and developing ideas	Work purposefully responding to colours, shapes, materials etc. Create simple representations of people and other things	Recognise that ideas can be expressed in art work Experiment with an open mind (e.g. will try all the materials presented to them)	Try out different activities and make sensible choices about what to do next Use drawing to record ideas and experiences
Making Skills of making art, craft and design	Work spontaneously and enjoy the act of making/creating Sustain concentration and control when experimenting with tools and materials	Try out a range of materials and processes and recognise they have different qualities Use materials purposefully to achieve particular characteristics or qualities	Deliberately choose to use particular techniques for a given purpose Develop and exercise some care and control over the range of materials they use (e.g. they don't accept the first mark they make, but seek to improve)
Evaluating Skills of Judgement and Evaluation	Recognise and describe key features of their own and others' work	Show interest in and describe what they think about the works of others	When looking at creative work, express clear preferences and give some reasons for these (e.g. be able to say 'I like this because...')
Knowledge and Understanding	Know that art (design and craft) is made by artists exhibiting care and skill Know how to explain what they are doing	Know how to recognise and describe some simple characteristics of different kinds of art, craft and design	Know that different forms of creative works are made by artists, craftspeople and designers, from all cultures and times

Acquiring and applying knowledge to inform progress		Know the names of tools, techniques and the formal elements (colour, pattern, texture, line, shape, form and space) that they use	Be able to talk about the materials, techniques and processes they have used, including appropriate vocabulary (e.g. know the names of the tools and colours they used)
Skills and knowledge of processes			
Drawing	<p>Draw on a range of surfaces</p> <p>To be able to hold and use drawing tools correctly</p> <p>Draw a range of subjects from observation and imagination</p> <p>Use lines to create shape, pattern and texture</p>	<p>Experiment with a variety of media i.e. charcoal, oil pastels, chalk pastels</p> <p>Begin to control the types of marks made with the range of media</p> <p>Make drawings to show increasing detail and context</p> <p>Draw from observation, experience and imagination</p> <p>Combine mediums with different effects</p> <p>Work to the size of the paper, drawing in different scales</p> <p>Record simple shapes from observation</p>	<p>Colour in with developing accuracy</p> <p>Explore a range of tones using different mediums e.g. hatching, scribbling, stippling, blending and drawing light and dark lines</p> <p>Produce an expanding range of texture and patterns</p> <p>More accurately control the types of marks made with media</p> <p>Draw on a smaller or larger scale</p> <p>Begin to add detail to line drawings</p>
Painting	<p>Name, chose and match primary and secondary colours</p> <p>Use different brushes and tools and explore mark making</p> <p>Mix colours</p> <p>Paint a range of subjects from observation and imagination</p> <p>Paint on a range of surfaces</p>	<p>Recognise the names of primary and secondary colours</p> <p>Mix primary colours to make secondary colours</p> <p>Paint on a range of surfaces and scales</p> <p>Investigate mark making for particular effect</p> <p>Explore making light and dark colours</p> <p>Explore a variety of media, different brush sizes and tools</p> <p>Add some detail</p> <p>Paint from observation, imagination and experience</p>	<p>Name primary, secondary and some tertiary colours</p> <p>Mix and match basic colours and make them lighter or darker (creating different shades and tones)</p> <p>Paintings show increasing detail and context</p> <p>Understand and practice using equipment correctly</p> <p>Select and use different brushes</p> <p>Explore creating different textures with different tools</p> <p>Develop skills in painting from observation, imagination and experience</p>
Collage	<p>Hold scissors</p> <p>Cut a range of materials</p> <p>Tear paper into strips</p> <p>Place glues surfaces together carefully</p>	<p>Cut straight and curved lines from a range of materials with some accuracy</p> <p>Tear paper into strips and shapes with some accuracy</p>	<p>To develop cutting, tearing and layering paper to create different effects</p> <p>Arrange and glue materials to different backgrounds</p>

	<p>Classify materials by colour and texture</p> <p>Handle and manipulate a range of natural and manmade materials</p> <p>Create simple collages, layering different materials and fabrics</p> <p>Develop a basic vocabulary to describe the qualities of different materials</p> <p>Investigate different ways materials can be applied and make a simple, experimental collage</p>	<p>Glue and stick accurately</p> <p>Classify materials into colours and textures</p> <p>Create and arrange shapes appropriately</p> <p>Develop language to explain the ideas of arrangements and use of materials</p>	<p>Develop language to explain the ideas of arrangements and use of materials</p> <p>Handle and manipulate a wide range of natural and manmade materials, making choices to match texture and colour to purpose</p>
Sculpture	<p>Mould and create simple shapes with malleable materials e.g. clay, paper mâché, salt dough</p> <p>Assemble and disassemble items, including junk modelling</p> <p>Use simple tools to cut and shape</p>	<p>Mould and create simple shapes with malleable materials</p> <p>Shape and model materials for a purpose</p> <p>Junk modelling assembling and disassembling</p> <p>Impress and apply simple decoration</p> <p>Use tools and equipment safely and in correct way</p> <p>Shape, form and construct and model from observation and imagination</p> <p>Construct using different materials</p>	<p>Use tools and equipment safely and in correct way</p> <p>Shape, form and construct and model from observation and imagination</p> <p>Construct using different materials and a wider range of simple tools to cut and shape</p> <p>Demonstrate experience in surface patterns/textures and use them when appropriate</p> <p>Junk modelling and cover with layers of paper from painting and decorating</p>
Printing	<p>Load an object with paint and print from it</p> <p>Make rubbings</p> <p>Recognise patterns in natural and manmade objects</p> <p>Choose objects to print with</p> <p>Work on a range of textures and surfaces</p> <p>Develop simple patterns and pictures</p>	<p>Load a range of objects with paint and print from them, including both hard and soft materials</p> <p>Investigate a range of techniques, including using stencils</p> <p>Choose an object to print with to achieve a specific result</p> <p>Print to make pictures, patterns or textures</p> <p>Print on a range of surfaces and textures</p> <p>Identify and talk about patterns</p>	<p>Make a simple printing block</p> <p>Print a regular and irregular printing pattern</p> <p>Use equipment and media correctly and be able to produce a clean printed image</p> <p>Make a monoprint using crayon or oil pastels</p> <p>Print to make pictures, patterns or textures</p> <p>To experiment with amount of paint/ink and develop control</p> <p>To be able to apply ink onto shapes or surface to experiment with printing</p>
Photography and digital art	<p>Paint packages on computers/tablets/IWB to make pictures, explore mark making, pattern making, different tools and effects</p>	<p>Use simple tools in art packages</p> <p>Use digital cameras to take photographs</p> <p>Use photographed textures and patterns to add to collage</p>	<p>Use online art programmes to create patterned pages (for collage)</p>

	Begin to use digital cameras to record their own work		Use a digital camera to take photographs, developing confidence with some simple processes e.g. zoom, framing, clear images Save digital photographs to a computer Save/ scan an image and make simple changes to it
Curriculum	<p>Explore, use and refine a variety of artistic effects to express their ideas and feelings.</p> <p>Return to and build on previous learning, refining their ideas and developing their ability to represent them.</p> <p>Create collaboratively, sharing ideas, resources and skills.</p> <p>Explore and play with a wide range of materials.</p> <p>Develop artistic and cultural awareness.</p>	<p>Pupils should be taught:</p> <ul style="list-style-type: none"> - to use a range of materials creatively to design and make products - to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination - to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space - about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work. 	

	Year 3	Year 4	Year 5	Year 6
Generating Ideas Skills of designing and developing ideas	Gather and review information, references and resources related to their ideas and intentions Use a sketchbook for different purposes, including recording observations, planning and shaping ideas	Select and use relevant resources to develop their ideas Use sketchbooks, and drawing, purposefully to improve understanding, inform ideas and plan for an outcome (e.g. sketchbooks show several versions of an idea)	Engage in open-ended research and exploration in the process of initiating and developing their personal ideas Confidently use sketchbooks for a variety of purposes including: recording observations; to develop ideas; testing materials; planning and recording information	Independently develop a range of ideas which show curiosity, imagination and originality Systematically investigate, research and test ideas and plans using sketchbooks and other appropriate approaches
Making Skills of making art, craft and design	Develop practical skills by experimenting with, and testing, the qualities of a range of different materials and techniques Select, and use appropriately, a variety of materials and techniques in order to create their work	To systematically investigate the nature and qualities of different processes and materials To apply the technical skills they are learning to improve the quality of their work (e.g. in painting, select and use different paintbrushes for different purposes)	Confidently investigate and exploit the potential of new and unfamiliar materials (e.g. try out several new ways of using tools that are unfamiliar to them) Use their acquired technical expertise to make work which effectively reflects their ideas and intentions	Independently take action to refine their technical and craft skills in order to improve their mastery of materials and techniques Independently select and effectively use relevant processes in order to create successful and finished work
Evaluating Skills of Judgement and Evaluation	Take time to reflect upon what they like and dislike about their work in order to improve it	Regularly reflect upon their work, and use comparisons with the work of others (pupils and artists) to identify how to improve	Regularly analyse and reflect on their progress, taking into account what they hoped to achieve	Provide a reasoned evaluation of both their own and professionals' work which takes into account the starting points, intentions and context behind the work
Knowledge and Understanding Acquiring and applying	Know about and describe the work of some artists, craftspeople, architects and designers	Know about and describe some of the key ideas, techniques and working practices of a variety of artists, craftspeople, architects	Research and discuss the ideas and approaches of various artists, craftspeople, architects and designers taking into	Know how to describe, interpret and explain the work, ideas and working practices of some significant artists, craftspeople, architects and designers, taking

knowledge to inform progress	Be able to explain how to use some of the tools and techniques they have chosen to work with	and designers that they have studied Know about and demonstrate how to use their tools effectively and safely	account their particular cultural context and intentions Know how to describe the processes they are using and how they hope to achieve high quality outcomes	account of the influence of the different historical, cultural and social contexts in which they worked Know about the technical vocabulary and techniques for modifying the qualities of different materials and processes
Skills and knowledge of processes				
Drawing	To be increasingly confident in using a variety of tools and surfaces Make drawing that include increasing detail Begin to show awareness of objects having a third dimension and perspective Create textures and patterns Investigate tone by drawing light/dark, dark to light, using different grades of pencil Create different marks and lines with different tools on different scales Begin to develop composition, scale and proportion Draw from observation and imagination	To be confident in using a variety of tools and surfaces Develop increasingly intricate patterns and marks with a variety of media Have opportunities to develop drawings, including increasing detail To explore ways in which tone, texture and surface detail may be added To create different marks and lines with different tools on different scales To develop and understand composition, scale and proportion Draw for different purposes using a range of styles	Work with extended range of drawing media, such as charcoal and ink. Explore ways in which tone, texture and surface detail may be added Investigate proportions Introduce perspective, fore/back and middle ground Draw for a sustained period of time at an appropriate level Use different techniques for different purposes e.g. shading, hatching Use drawing techniques to work from a variety of sources including observation and photographs Develop close observational skills	Use a range of mediums on a range of background Develop further drawings of three dimension and perspective investigate proportions show awareness of space develop their own style using tonal contrast and mixed media, as well as line, tone, pattern and texture Work in a sustained and independent way to create a detailed drawing Use confidently different techniques for different purposes e.g. shading, hatching Choose the style of drawing to match the purpose
Painting	Demonstrate increasing control of the types of marks made	To be confident to create different effects and textures	Use primary colours and black and white to mix a full range of hues and tones	Confidently control the types of marks made and experiment

	<p>Experiment with different effects, such as blocking colour, washes, thickening paint</p> <p>Develop further in colour mixing to create different shades and tones</p> <p>Experiment with tools and techniques such as layering, mixing media, scrapping through</p> <p>Develop fine brush strokes</p> <p>Use a variety of tools and techniques including different brush sizes and types</p> <p>Paint from observation and imagination</p>	<p>with paint, such as blocking colour, washes, thickening paint</p> <p>Experiment with tools and techniques such as layering, mixing media, scrapping through</p> <p>Work on a range of scales and surfaces, adapting techniques and approaches to this</p> <p>Continue to develop fine brush strokes</p> <p>Start developing their own style of painting</p> <p>Paint with increasing detail</p> <p>Paint from observation and imagination</p>	<p>Show an understanding of complimentary colours</p> <p>Show the effect of light/dark, colour, texture and tone, creating atmosphere and light effects</p> <p>Use a range of brush strokes</p> <p>Work on a range of scale and surface, such as chalk pastels, oil pastels, charcoal</p> <p>Develop their own style of painting</p> <p>Work with a wider range of media and mix media to achieve desired effects</p>	<p>with different effects and textures</p> <p>Mix colours, shades and tones with confidence, understanding what works well and why</p> <p>Work in a sustained and independent way to develop their painting style</p> <p>Control and experiment with tones, shades and mood and build on previous knowledge</p> <p>Work on a range of scales and surfaces</p>
Collage	<p>Tear paper to pre-determined strips and shapes</p> <p>Change the surface of materials e.g. crumpling, creasing, folding, pleating, scoring, tearing, fraying</p> <p>Apply adhesive sparingly and stick accurately</p> <p>Experiment with materials to create new textures and colours</p>	<p>Cut complex shapes from a range of materials with increasing accuracy</p> <p>Apply adhesive sparingly and stick accurately</p> <p>Create collage, choosing, arranging and applying materials focusing on colour, shape, texture and pattern</p> <p>Incorporate other mediums, such as paint, drawing and prints</p>	<p>Cut complex shapes from a range of materials</p> <p>Plan and produce their own collage, choosing, arranging and applying materials, focusing on colour, shape, texture and pattern</p> <p>Experiment with materials to achieve new textures and colours</p> <p>To use fabrics and other mediums to create a 2D or 3D structure</p> <p>To incorporate other mediums such as paint, drawing and prints</p>	<p>Use more specialist cutting equipment and adhesives</p> <p>To extend the use of collage materials revisiting texture, pattern and shape</p> <p>To use fabrics and other mediums to create a 2D or 3D structure</p> <p>To incorporate other mediums such as paint, drawing and prints</p>
Sculpture	<p>Use media and equipment with increasing confidence</p>	<p>Mould malleable materials to create objects and/or people</p>	<p>Plan and design and make models from observation or imagination</p>	<p>Create sculptures, both small and large scale</p> <p>Solve problems as they occur</p>

	<p>Produce larger pieces using pinch/slab/coil techniques</p> <p>Mould malleable materials to create objects and/or people</p> <p>Use simple techniques for building and joining clay</p> <p>Create paper mâché and use it to model 3D shapes</p> <p>Make armatures to support the work</p> <p>Work with specific malleable and resistant materials to explore their qualities</p>	<p>To use ideas to make sculpture from observation</p> <p>Produce larger pieces using pinch/slab/coil techniques</p> <p>Use a wider range of tools to cut, shape and impress patterns</p> <p>Build and construct structures from a wide range of materials and objects</p> <p>Combine materials and processes to achieve required effects and meet requirements</p> <p>Work with specific malleable and resistant materials to explore their qualities</p> <p>Work in a safe and organised way</p>	<p>Experience in relief and freestanding work using different range of media</p> <p>Explore different techniques and impressing details</p> <p>Design and create planned sculptures from single and combined media, for example: a range of techniques for building, joining and decorating clay; paper mâché to model 3D shapes; weaving patterns using threads and various materials; fold, cut, impress patterns in a range of materials</p> <p>Adapt work as necessary and explain why</p> <p>Develop understanding of different ways of finishing work: glaze, paint, polish</p> <p>Work in a safe and organised way</p>	<p>Create a form from observation and explore different techniques and impressing details</p> <p>Design and create planned sculptures from single and combined media, for example : build from using wires to create form and covered with newspapers and Modroc; a range of techniques for building, joining and decorating clay; paper mâché to model 3D shapes; weaving patterns using threads and various materials; fold, cut, impress patterns in a range of materials</p> <p>Develop understanding of different ways of finishing work: glaze, paint, polish</p> <p>Work in a safe and organised way</p>
Printing	<p>Build a more complex printing block from polystyrene printing tiles, card/string or wool or similar</p> <p>Choose objects to print to achieve specific results</p> <p>Print to make pictures, patterns and textures</p> <p>Use two colour inks printing</p> <p>Replicate patterns from observation and make repeated patterns with precision</p>	<p>Use two colour inks printing</p> <p>Investigate a range of printing techniques</p> <p>Investigate and develop printing on different materials</p> <p>Print to make pictures, patterns and textures</p> <p>Develop monoprints that show use of line, pattern and texture</p> <p>Recreate images through relief</p> <p>Design and create a motif to turn into printing</p>	<p>Demonstrate experience in fabric printing</p> <p>Work on a range of scales and surfaces including fabric</p> <p>Use more complex printing techniques</p> <p>Show use of line, pattern, texture, shape and colour in prints</p>	<p>Investigate with three colour ink printing</p> <p>Make a design and explore in arranging, ordering, repeating and overlaying patterns</p> <p>Explore using pen, ink or other mediums to work into prints</p> <p>Experiment with combining a range of printing techniques, including monoprinting</p> <p>Choose a method of printing to achieve specific results</p>

				Show use of line, pattern, texture, shape and colour in prints
Photography and digital art	<p>Find images online for inspiration</p> <p>Use simple photo editing software</p> <p>Use their photographs as a starting point for artwork</p>	<p>Use a computer to make patterns, including tessellations</p> <p>Explore new tools in an art package</p> <p>Use simple photo editing software</p> <p>Explore colour mixing on screen</p> <p>Find images online for inspiration</p>	<p>Confidentially use a range of tools in an art package</p> <p>Consider choices such as angle, light, focus and composition when taking a photograph</p> <p>Use photo editing software</p>	<p>Confidentially use a range of tools in an art package</p> <p>Consider choices such as angle, light, focus and composition when taking a photograph</p> <p>Combine an image created with photo editing software with other art materials</p> <p>Use the internet to explore galleries</p>
Curriculum	<p>Pupils should be taught to develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.</p> <p>Pupils should be taught:</p> <ul style="list-style-type: none"> - to create sketch books to record their observations and use them to review and revisit ideas - to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials - about great artists, architects and designers in history. 			