Art and Design Skills Progression



Expected Levels for Expressive Arts and Design ELG in EYFS			
Exploring and Using Media and Materials	Being Imaginative		
Children safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function	Children use what they have learnt about media and materials in original ways, thinking about uses and purposes. They represent their own ideas, thoughts and feelings through design and technology, art, music, dance, role play and stories.		
Key Stage 1 National Curriculum Expectations	Key Stage 2 National Curriculum Expectations		
Pupils should be taught:	Pupils should be taught:		
 to use a range of materials creatively to design and make products; 	 to develop their techniques, including their control and 		



- 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.

their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design;

- 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 [for example, pencil, charcoal, paint, clay]; about great artists, architects and designers in history

The national curriculum for Art and Design aims to ensure that all pupils by the end of year 6:

- Produce creative work, exploring their ideas and recording their experiences;
- Become proficient in drawing, painting, sculpture and other art, craft and design techniques
- Evaluate and analyse creative works using the language of art, craft and design
- Know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms



	Key Stage One	Lower Key Stage Two	Upper Key Stage Two
	Use sketch books to record ideas Explore their own ideas and collect	Use sketchbooks to record and begin to annotate ideas	Use sketchbooks to record and annotate key ideas in order to aid creation of own artwork
	information in sketchbooks	Explore ideas from first-hand observations and record in	Review and revisit ideas in their
	Use both their own ideas and the ideas of others as starting points to create	sketchbook	sketchbooks
Exploring and	their own work	Question and make observations about starting points, and use observation to formulate ideas	Offer feedback using technical vocabulary
Exploring and Developing Ideas	Use discussions with teacher to begin to improve ideas and outcomes	relating to their own works	Use given feedback to reflect on work and improve ideas and
Taeas	Describe differences and similarities in known artworks and	Use given feedback to begin to improve ideas and outcomes	outcomes
	the works of their peers and make links to their own work	Adapt and refine their own ideas	Think critically about their art and design work
	Investigate and test different materials and methods to improve own practice	Begin investigating and use digital technology as sources for developing ideas	Investigate and use digital technology as sources for developing ideas with increasing
	Use key taught vocabulary to demonstrate knowledge and discuss	Use key vocabulary with proficiency	proficiency
	own ideas	to demonstrate knowledge and understanding and discuss own ideas	Use key vocabulary proficiently in range of contexts to demonstrate knowledge and understanding and



	explain own ideas and creations

	Autumn	Spring	Summer
	Use paint in different ways	Begin to investigate mixing colours	Explore patterns in art
	Learn to use craft tools and equipment	Investigate using different materials to create textures	Select appropriate tools for a purpose
	Name colours	Combine materials and media for	Begin to use simple colours to reflect
	Create lines and markings with varying equipment to represent meaning	different purposes	mood
Reception		Begin to express ideas about an artwork	Use materials to create 3D artworks
			Begin to draw lines of different size
		Represent people and objects	and thickness to represent objects



	<u>Aut 1: Drawing</u>	<u>Spring 1: Painting</u>	<u>Summer 1: Collage</u>
	Use pencil, charcoal, chalk, pastels	Use thick and thin brushes to create art work	Collect natural materials to create a temporary collage
	Use line and marks for texture and		
	pattern	When is it appropriate to use each brush (thick for colouring, thin for	Begin to arrange materials in symmetrical and/or aesthetically
	Begin to control lines (colour inside lines)	detail, outline)	pleasing fashion
	Draw lines of different sizes and	Use colour to convey emotion	Experiment combining different materials
	thickness	Begin to colour mix	materials
Year 1		Mix paints to match tones; mixing	To sort and arrange materials effectively
		with two colours – adding black and white for lighter/darker tones and	
		tints	
		Control the consistency of paint	
		Recognise and begin to use colour wheel	



	<u>Aut 2: Sculpture</u>	<u>Spring 2: Printing</u>	<u>Summer 2: Textiles</u>
	Think about shape and simple proportion	Continue to develop mixing skills from last half term	Begin to use weaving skills: simple over/under weaving, looping and knotting
	Create distinct, strong shapes Add detail with paint	Develop control through outlined printing by using "press and stamp" to create prints	Decorate strips of fabric using a variety of media
	Explore how to block in a large area and how to use the tip of the brush for fine detail. Choose correct brush for the job	Use repeating or over-lapping shapes	Use brusho dye over oil pastel to decorate fabric Begin to understand how colours used are more or less effective together and implement those ideas into final design
	Aut 1: Drawing	<u>Spring 1: Painting</u>	<u>Summer 1: Collage</u>
Year 2	Observing: real fruit and vegetables, artists still life representations	Consolidate year 1 knowledge of using thick and thin brushes	Develop planning skills Begin to make artistic choices from a
	When observing looking for different qualities, shape, colour	Extend knowledge of emotive colours	range of paper based materials
	Notice what can be seen and what is	Understand appropriate use of warm and cold colours	Develop tearing and cutting
	obscured		Introduce layering of materials



_	Begin to mix secondary colours/use	
Compose:	of colour wheel	Mix materials to create texture
Develop shape and position	Consider consistency when applying paint	Arrange materials in symmetrical and/or aesthetically pleasing fashion
Layer colour	pant	
Use variety of lines to convey meaning		Combine different materials to create effective design
		Use a range of visual elements to reflect the purpose of the work
		Record experimental work for future reference
		Identify primary, secondary and complementary colours
<u>Aut 2: Sculpture</u>	<u>Spring 2: Printing</u>	<u>Summer 2: Textiles</u>
Investigate materials and processes such as: folding, scrunching, tearing, cutting joining, modelling, layering and	Use different materials to create printed images	Produce coloured patterns by folding and dipping fabric in different way
constructing	Begin to print clearly using rollers, ink and blocks with increasing accuracy	Use rubbings to enhance fabric.
Learn how to control the materials	Begin to organise workspace, keeping	Experiment with dyes to create different effects
Know which glues, tapes, etc. work best for the task	clean and inky areas separate with support from teacher	



		Work cooperatively with a partner, sharing materials	Make colour choices based on knowledge of warm and cold colours
		Make different kinds of prints, using foam board	
	<u>Aut 1: Drawing</u>	<u>Spring 1: Painting</u>	<u>Summer 1: Collage</u>
	Use different hardness of pencils	Develop knowledge of thick and thin brushes by building on techniques	Select a range of materials for a striking effect
	Build upon knowledge and proficiency of KS1 skills/equipment	and using variety of brushes	Begin to develop coiling,
	Represent feeling through human form	Experiment with creating mood with colour	over-lapping, tessellation techniques
V 2	via sketch	Build on knowledge of warm and cold	Make use of interesting patterns within the work
Year 3	Use shadows, cross hatching, shading	colours	Begin to develop a critical response to the work of artists
	Lightening and darkening colours using black and white	Use primary and secondary colours to enhance mood	Begin to mix contrasting textures: rough/smooth
		Begin to use water colours	plain/patterned
			Record experimental work for future reference and using it when creating final piece



	<u>Aut 2: Sculpture</u>	<u>Spring 2: Printing</u>	<u>Summer 2: Textiles</u>
skills v and bl embo Make which final p Make	tigate and develop modelling with clay via kneading, cutting blocking, carving, impressing, ossing and relief a informed artistic choice as to a clay techniques work best for biece a sculpture structurally robust to up independently	Create texture: Using man-made objects (e.g. corrugated card etc.) Using print blocks: Make and create repeating patterns Choose from a range of different materials to create printed images Use taught technique to create clear precise prints using blocks with increasing accuracy Independently organise workspace, keeping areas separate Work cooperatively with classmates, sharing materials	Developing skills with dipping and dyeing techniques Experimenting with block printing techniques on pre dyed fabric Developing understanding of rotation and reflection Explore ways of making and creating their own patterns through ICT Develop understanding of symmetry and resizing images through ICT



	Aut 1: Drawing	<u>Spring 1: Painting</u>	<u>Summer 1: Collage</u>
	Develop skills to draw the reality of what can be seen Using tone, light and shade to make things appear 3D Develop use of hatching and cross	Develop brush techniques and use a variety of brushes – including use of thick and thin brush strokes where appropriate Begin to use light and shadow in background and foreground	Select a range of materials for a striking effect Develop ideas and apply knowledge of previously taught processes Create collage using fabric as a base
Year 4	hatching to show tone and texture Begin to represent proportion	Develop increasing accuracy when representing proportions in art work	Develop abstract ways to show ideas for effect
	Draw both fast and slow depending on the chosen outcome (e.g. fast sketch to quickly record what is seen, slower	Begin to use complementary and opposing colours	Work collaboratively to form a class image
	drawing when wanton to record an accurate interpretation of reality)	Develop use of water colours Develop making texture in artwork	Explore collage techniques in sketchbooks to be used as reference in later work
	Draw with precision and care Draw freely to capture movement and rhythm		Layer and overwork materials with different media.
	Use previously realistic sketches to develop semi abstract drawings of human form		Select materials by colour and texture Continue to improve cutting and sticking skills



		Compare ideas and approaches in own and other's work
<u>Aut 2: Sculpture</u>	Spring 2: Printing	<u>Summer 2: Textiles</u>
Begin investigating papier mache techniques in order to represent ideas Use previously taught techniques to make a sculpture structurally robust to stand up independently Add materials to provide interesting detail Add details to convey expression/movement	Organise work stations, tools and materials to produce a clear and clean print Develop repeating patterns and begin to show tessellations Create block print with increasing accuracy using stencil and rollers	Develop dip dye and resist techniques Design and create own textile print Modify and improve prints in light of discussions Combine textile dyeing and print making techniques Select materials and processes and organise and combine these in their work



	<u>Aut 1: Drawing</u>	<u>Spring 1: Painting</u>	<u>Summer 1: Collage</u>
	Begin to develop proportions and occlusion Develop the perspective techniques previously taught, as well as using tone, light and shade to make things appear 3D	Increase proficiency when drawing/painting with proportions and occlusion Develop the paint techniques previously taught for backgrounds within the artwork as a whole	Understand that artists use different starting points for their work Using photographic images from printed materials as a starting point for artwork
Year 5	Develop previously taught skills of hatching and cross hatching to show tone and texture	Colour mix and apply acrylic paint responding to its fast drying quality and how you can layer and over-paint	Understand differences between painted portraits and photographic images and be able to articulate this within discussion
	Further develop shadow skills by observing the direction of the source of light	Develop appropriate brush strokes and techniques for larger flat areas of colour and more detailed foreground objects	Be proficient in cutting and sticking techniques Using own images as a starting point for further work.
		Develop finer brush stroke skills when painting human form	Transposing imagery using different media and techniques
		Use over-painting to emphasise contrasts, and qualities of shape and tone.	Plan and design a collage by consistently referring back to annotated plans Apply experience of different



<u>Aut 2: Sculpture</u>	<u>Spring 2: Printing</u>	materials and a variety of techniques to communicate ideas <u>Summer 2: Textiles</u>
Use prior knowledge of clay to investigate clay techniques in order to represent ideas	Develop skills introduced in Y4 to create polystyrene printing blocks to use with roller and ink	Experiment with pieces of fabric to show the effects of different ideas and techniques to alter its appearance
Make a sculpture structurally robust to stand up independently Add materials to provide interesting detail Add details to convey expression/movement	Design and create motifs to be turned into printed blocks Understand the mechanics of how paint resists the stencilled part of the screen Organise work stations, tools and materials to produce a clear and clean print	 Develop skills and knowledge of colouring, layering, construction and destruction of textile material Develop knotting, threading, binding and dyeing techniques Make a raised fabric surface using folding and scrunching techniques. Decorating the raised surface with paints and dyes Become proficient in selecting materials and processes and organise and combine these in their work



	Aut 1: Drawing	Spring 1: Painting	<u>Summer 1: Collage</u>
Year 6	Select appropriate tools independently Use perspective to show fore, back and middle ground Continue to use proportion and build accuracy Use a variety of taught techniques to represent movement Develop previous skills using light and shade to make things appear 3D	Continue to develop appropriate brush strokes and techniques for larger flat areas of colour and more detailed foreground objects Extend skills using finer brush stroke skills when painting human form Use over-painting to emphasise contrasts, and qualities of shape and tone Further develop use of acrylic paint and/or watercolours Develop and refine brush stroke techniques Use a limited palette to create artwork	Develop visual and tactile qualities Mix contrasting textures: rough/smooth plain/patterned Experiment with techniques that use contrasting textures, colours and patterns Combine pattern, tone and shape Add collage to a painted or printed background Use a range of mixed media Make independent artistic choices based on skills previously taught by applying experience of different materials and a variety of techniques to communicate ideas Understanding differences between silhouettes and photographic images



		Use own image as a starting point for further work Plan and design a collage by consistently referring back to annotated plans
Aut 2: Soulpture Develop skills to represent figurative human forms in the style of Giacometti Use previously taught techniques to explore form and perspective Use frameworks to provide stability and form	Spring 2: Printing Investigate ideas in sketchbook to turn into fabric Begin to use screen printing techniques independently and accurately Draw directly onto fabric with correct amount of pressure Add glue onto areas of print that ink will not pass through Use the squeegee to transfer ink across fabric evenly	<u>Summer 2: Textiles</u> Select and develop linear designs into relief print blocks Transfer designs onto different scales and surfaces Develop linear designs using graphic mark makers onto dyed backgrounds. Use skill of relief block printing on dyed fabric Adapt and improve work to realise their intentions



Independently organise work stations, tools and materials to produce a clear and clean print.	Plan and design by consistently referring back to annotated plans
---	---

