

Art and Design: Progression of skills

Little Sycamores	<p>Develop manipulation and control. Explore different materials and tools. Start to make marks intentionally. Notice patterns with strong contrasts and be attracted by patterns resembling the human face. Explore paint, using fingers and other parts of their bodies as well as brushes and other tools. Express ideas and feelings through making marks, and sometimes give a meaning to the marks they make. Explore different materials, using all their senses to investigate them. Manipulate and play with different materials. Use their imagination as they consider what they can do with different materials.</p>						
Nursery	<p>Use a comfortable grip with good control when holding pens and pencils. Show a preference for a dominant hand. Create closed shapes with continuous lines, and begin to use these shapes to represent objects. Explore colour and colour mixing. Join different materials and explore different textures. Show different emotions in their drawings and painting like happiness, sadness, fear etc. Explore different materials freely, in order to develop their ideas about how to use them and what to make. Draw with increasing complexity and detail, such as representing a face with circles and including details. Use drawing to represent ideas like movement or loud noises.</p>						
Reception	<p>Threading, cutting, weaving, playdough, Manipulate objects with good fine motor skills Draw lines and circles using gross motor movements Hold pencil/paint brush beyond whole hand grasp Explore, use and refine a variety of artistic effects to express ideas and feelings. Return to and build on their previous learning, refining ideas and developing their representations. Create collaboratively, sharing ideas, resources and skills. Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function; Share their creations, explaining the process they have used;</p>						
		Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Making Skills (Procedural Knowledge)	Drawing	Explore mark making, experiment with drawing lines and use 2D shapes to draw.	Explore drawing techniques, begin to apply tone to describe form, develop skill and control with a range of drawing materials	Develop drawing skills by drawing from direct observation, applying and using geometry and tonal shading when drawing. Use a range of drawing media	Draw still life from observation and for mark making. Further develop understanding of geometry and mathematical proportion when drawing	Further develop drawing from observation. Draw using perspective, mathematical processes, design, detail and line.	Learn and apply new drawing techniques such as negative drawing, chiaroscuro, expression, sketching and still life
	Painting	Develop skill and control when painting. Paint with expression.	Further improve skill and control when painting. Paint with	Increase skill and control when painting. Apply greater expression and	Develop skill and control when painting. Paint with expression.	Control brush strokes and apply tints and shades when painting.	Paint with greater skill and control, applying tonal techniques and more

			creativity and expression.	creativity to own paintings.	Analyse painting by artists.	Paint with greater skill and expression.	complex colour theory to own work.
	Craft, design, materials & techniques	Learn a range of materials and techniques such as clayetching, printing and collage.	Use a range of materials to design and make products including craft, weaving, printmaking, sculpture and clay.	Use materials such as paper weaving, tie dying, sewing and other craft skills to design and make products.	Make art from recycled materials, create sculptures, print and create using a range of materials. Learn how to display and present work.	Create mixed media art using found and reclaimed materials. Select materials for a purpose.	Create photomontages, make repeat patterns using printing techniques, create digital art and 3D sculptural forms.
	Knowing and applying the formal elements (colour)	Remember the primary colours and how to mix them to create secondary colours. Create shades of a colour and choose and justify colours for purpose.	Mix, apply and refine colour mixing for purpose using wet and dry media. Describe their colour selections	Increase awareness and understanding of mixing and applying colour, including use of natural pigments. Use aspects of colour such as tints and shades, for different purposes	Analyse and describe colour and painting techniques in artists work. Manipulate colour for print.	Select and mix more complex colours to depict thoughts and feelings.	Mix and apply colours to represent still life objects from observation. Express feelings and emotions through colour. Study colours used by Impressionist painters.
	Knowing and applying the formal elements (form)	Learn about form and space through making sculptures and developing language	Extend their practical ability to create 3D sculptural forms and begin to understand how to represent form when drawing.	Further develop their ability to describe 3D form in a range of materials, including drawing	Develop their ability to describe and model form in 3D using a range of materials. Analyse and describe how artists use and apply form in their work.	Further extend their ability to describe and model form in 3D using a range of materials.	Express and articulate a personal message through sculpture. Analyse and study artists' use of form
	Knowing and applying the formal elements (line)	Use, express and experiment with line for purpose, then use appropriate language to describe lines	Draw lines with increased skill and confidence. Use line for expression when drawing portraits	Express and describe organic and geometric forms through different types of line	Learn and apply symmetry to draw accurate shapes. Analyse and describe how artists use line in their work.	Extend and develop a greater understanding of applying expression when using line.	Deepen knowledge and understanding of using line when drawing portraits. Develop greater skill and control. Study and apply the techniques of other artists.
	Knowing and applying the formal elements (Pattern)	Understand patterns in nature, design and make patterns in a range of materials.	Learn a range of techniques to make repeating and nonrepeating patterns. Identify natural and man-made patterns. Create patterns of their own.	Construct a variety of patterns through craft methods. Further develop knowledge and understanding of pattern	Create original designs for patterns using geometric repeating shapes. Analyse and describe how other artists use pattern.	Construct patterns through various methods to develop their understanding.	Represent feelings and emotions through patterns. Create sophisticated artwork using their knowledge of pattern.
	Knowing and applying the formal elements (Shape)	Identify, describe and use shape for purpose.	Compose geometric designs by adapting the work of other artists to suit their own ideas.	Identify, draw and label shapes within images and objects. Create and form	Create geometric compositions using mathematical shapes. Analyse and describe	Composing original designs by adapting and synthesising the work of others.	Fluently sketch key shapes of objects when drawing. Create abstract compositions using

				shapes from 3D materials.	the use of shape in artist's work.	Analyse and evaluate artists' use of shape.	knowledge of other artists' work.
	Knowing and applying the formal elements (Texture)	Use materials to create textures.	Identify and describe different textures. Select and use appropriate materials to create textures.	Analyse and describe texture within artists' work.	Use a range of materials to express complex textures.	Develop understanding of texture through practical making activities.	Understand how artists manipulate materials to create texture.
	Knowing and applying the formal elements (Tone)	Understand what tone is and how to apply this to their own work.	Experiment with pencils to create tone. Use tone to create form when drawing.	Develop skill and control when using tone. Learn and use simple shading rules.	Use a variety of tones to create different effects. Understand tone in more depth to create 3D effects. Analyse and describe use of tone in artists' work.	Develop an increasing sophistication when using tone to describe objects when drawing. Analyse artists' use of tone.	Increase awareness of using tone to describe light and shade, contrast, highlight and shadow. Manipulate tone for halo and chiaroscuro techniques.
Generating Ideas (Conceptual Knowledge) <i>Explore ideas and record feelings and experiences</i>	Sketchbooks			To use sketchbooks to generate ideas and record thoughts and observations. Make records of visual experiments.	Use sketchbooks for planning and refining work, to record observations and ideas and developing skill and technique.	Develop ideas through sketches, enhance knowledge, skill and technique using experimental media in sketchbooks.	Make personal investigations and record observations in sketchbooks. Record experiments with media and try out new techniques and processes in sketchbooks.
	Creating Original Artwork	Explore and create ideas for purposes and intentions	Use artist sources to develop their own original artwork. Gaining inspiration for artwork from the natural world.	Create personal artwork using the artwork of others to stimulate them.	Use literary sources to inspire art. Express thoughts and feelings through the tactile creation of art. Manipulate materials to achieve desired effects. Represent ideas from multiple perspectives.	Express thoughts and feelings about familiar products. Design new architectural forms, design and invent new products, link artwork to literary sources. Create and invent for purposes.	Develop personal, imaginative responses to a theme. Produce personal interpretations of cherished objects, show thoughts and feelings through pattern, create imaginative 3D forms to create meaning. Express ideas about art through messages, graphics, text and images.
Knowledge (Factual Knowledge) <i>Learn about great artists and craft and design. Learn how artists use the formal elements of art</i>	Arts, Craftspeople & Designers	Study the work of the artists.	Study the work of the artists.	Study the work of the artists.	Study the work of the artists.	Study the work of the artists.	Study the work of the artists.
Evaluation (Metacognitive knowledge)	Identify similarities and differences to others work.	Recognise and describe key features of their own and other's work	Compare other's work, identifying similarities and differences	Discuss own and other's work using an increasingly	Build a more complex vocabulary when	Develop a greater understanding of vocabulary when	Use the language of art with greater sophistication

<i>Evaluate and analyse own and others work</i>				sophisticated use of art language (formal elements).	discussing your own and others' art.	discussing their own and others' work.	when discussing own and others art
	Reflecting	Describe what they feel about their work and the art of others.	Describe choices and preferences using the language of art.	Reflecting on their own work in order to make improvements.	Use their own and other's opinion of work to identify areas of improvement.	Regularly analysing and reflecting on their intentions and choices.	Give reasoned evaluations of their own and others work which takes account of context and intention.