

Art & Design - Painting Strand - Progression
What does the progression of skills and knowledge look like?

Phase	Progression objectives	Vocabulary	Formal
			elements
EYFS	- Use a brush or other tool to make marks with paint.	Tier 2	colour
	- Choose from a range of pre-mixed colours to create	thick, thin, pattern, line, shape, feeling,	
	painted artworks.	artwork. colour, red, blue, yellow, white,	shape
	- Paint simple shapes and images that can be recognised or explained by the child.	black, light, dark	line
	Use large muscle movement to paint and make marks.	Tier 3	
	De la	brush, paint, mix	
V	- Printing with everyday objects -Use different sized paintbrushes appropriately with	Tier 2	
Key Stara 1	increasing control to make a range of marks with paint.	thick, thin, soft, broad, narrow, fine,	colour
Stage 1	- Mix primary colours to make secondary colours.	pattern, line, shape, detail, image,	
	- Use poster paints and watercolours on traditional surfaces.	observe, emotion, feeling, express, like,	line
	-Explore how colour can portray mood and emotion.	dislike, change, edit, improve, same,	value
	- Paint from observation and imagination.	different, artist, artwork, compare, light,	
	- Use simple IT programmes to explore digital painting.	dark, tone, warm, cold, bright, dull,	shape
	- Use resist techniques (e.g. wax crayons & wash).	portrait, illustrator	texture
	The state of the s		
		Tier 3	
		Primary colour, secondary colour, brush,	
		paint, poster paint, mix. pointillism	
Lower	- Use different brushes and marks to gain a desired effect	Tier 2	colour
Key	(e.g. large brush for large area).	background, foreground, position,	Coloui
Stage 2	- Mix shades and tints.	control, sketch, placement, composition,	line
	- Mix with purpose and accuracy an increasing range of	repeat, opinion, reason, inference,	
	colours from primary and secondary colours.	influence, inspiration, similar, timeline,	value
	- Beginning to be able to match colours effectively to	location, context, negative space, blend,	tone
	portray their subject or mimic an artist.	movement, mood, intent, opaque,	
	- Use poster paints and watercolours with confidence to	translucent, strong	space
	blend, wash, and create a range of effects.		shape
	- Use cold and warm colours. - Use a range of IT programmes to explore digital painting.	Tier 3	
	- Use more resist techniques (e.g. tape and ink).	highlight, dimension, shade, shades,	texture
	- Ose more resist techniques (e.g. tape and mix).	tints, watercolour, wash, abstract, realist, impression, landscape, seascape,	form
		brush strokes, impressionism, stippled	
Upper	- Choose the appropriate medium and tools to paint for	Tier 2	
Key	purpose (e.g. watercolour for washes and a soft brush,	art movement, perspective, precision,	colour
Stage 2	palette knives for texture, sponges for mottled effect).	medium, media, purpose, appropriate,	line
g- <u>-</u>	- Mix with increasing purpose and accuracy a wide range of	direction, viewpoint, distance, angle,	
	colours.	subject, interior, exterior, mixed media,	value
	- Increasingly confident with matching colours effectively to	texture, cubism, combine, scale, balance,	tone
	portray their subject or mimic an artist.	secure, automatic drawing	CMACO
	- Use a wider range of paints, such as acrylic to layer, build		space
	texture and re-work ideas.	<u>Tier 3</u>	shape
	- Paint on non-conventional surfaces.	limited colour palette, complimentary,	texture
	- Use mixed media to make collages including paint.	miniature	textaire
	- Explore the use of a limited colour palette and the effect of		form
	this.		
	- Use resist techniques (e.g. batik, silk painting, masking		
V	fluid and paint).	Tana	
Key	Exploring ideas using media and techniques	Tone Shading tonal dark madium light	colour
Stage 3	-Exploring ideas and materials, selecting appropriate media,	Shading, tonal, dark, medium, light,	
	techniques and process.	highlights, smooth	line
	-Using media and techniques with control.	Colour Colourful, bright, soft, pastel, warm,	value
		ı Colourial, bilaill, soil, bastel, Warm,	
	-You can take some creative risks when developing ideas		
	and experimentations.	cool, primary, secondary, tertiary, dull,	tone
	, ,		tone

<u>Painting</u>

- -Understanding what paint to select for the purpose.
- -Using paint in the correct way.
- -Mixing colours that are accurate.
- -Applying with neatness, holding brush low down to achieve control.
- -Watercolours building layers from light to dark in a transparent way. Controlling amount of water used and not over working. Working quickly in certain areas.
- -Poster paints consistency is thicker, opaque when blending.

Exploring colour theory, colour wheel, primary, secondary, tertiary, complementary etc.

<u>Equipment</u>

Paint brush, painting, watercolour, poster paints, acrylic, consistency, mixing, applying, control, transparent, opaque, landscape, portrait

texture
form
pattern