



St John the Evangelist Art Curriculum End Points



Year Group	Artistic Progression Thread	Curriculum End Points
EYFS	Developing	Represent ideas (movement, sound, feelings) through drawing; take inspiration from famous artists.
	Experimenting	Safely use and explore a variety of materials, tools and techniques; experiment with colour, texture, form and function.
	Recording	Explore materials freely to develop ideas; begin to show accuracy and care when drawing.
	Presenting	Share creations with others, explaining processes; begin to use vocabulary linked to formal elements.
Year 1	Developing	Recognise that ideas can be expressed in artwork; describe simple characteristics of art, craft and design.
	Experimenting	Use materials purposefully to achieve qualities; experiment confidently with a range of tools and techniques.
	Recording	Begin to use sketchbooks to record ideas; develop control over materials and tools.
	Presenting	Talk about own and others' work, identifying similarities/differences; express preferences using simple art vocabulary.
Year 2	Developing	Identify that different forms of creative work are made by artists, craftspeople and designers across cultures/times.
	Experimenting	Name tools, materials, techniques and formal elements (colour, shape, tone); choose techniques for a purpose.
	Recording	Try out a range of materials and processes; begin to record ideas and designs with care and control.
	Presenting	Talk about materials, techniques and processes used; use appropriate vocabulary to describe tools, colours and methods.
Year 3	Developing	Gather and review information/resources to inform ideas; describe work of studied artists and craftspeople.
	Experimenting	Test qualities of different materials systematically; use a wider range of formal elements terminology.
	Recording	Use sketchbooks for observations, research, planning and refining ideas; produce several versions of an idea to refine outcomes.
	Presenting	Reflect on likes/dislikes to improve work; explain how tools/techniques were used.
Year 4	Developing	Select and use relevant resources to develop ideas; describe key ideas and practices of studied artists.



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	Experimenting	Investigate materials and processes systematically; select and use a variety of techniques appropriately.
	Recording	Use sketchbooks and drawing to improve understanding and plan outcomes; show how research leads to improvements.
	Presenting	Apply technical skills to improve quality; use formal elements vocabulary when discussing artwork.
Year 5	Developing	Develop ideas through investigations, demonstrating critical understanding of sources (nature, artists, culture).
	Experimenting	Experiment with a broad range of techniques and materials; analyse effectiveness of chosen methods.
	Recording	Record ideas in sketchbooks with annotations; refine designs through iterative development.
	Presenting	Connect experimentations to final pieces; show clear understanding of concepts, skills and techniques in sketchbooks.
Year 6	Developing	Demonstrate originality by taking inspiration from artists while creating personal responses; critically evaluate sources.
	Experimenting	Show mastery of a wide range of techniques and materials; make informed choices for artistic effect.
	Recording	Use sketchbooks to refine, revisit and evolve ideas; annotate with evaluative comments and technical vocabulary.
	Presenting	Present final pieces that show clear links between ideas, formal elements and inspiration; articulate reasons for artistic decisions.