



Art & Design
A Progression of Skills - EYFS

<p>Exploring & Developing Ideas</p>	<p>3-4</p> <ul style="list-style-type: none"> - Explore different materials freely, to develop their ideas about how to use them and what to make. Develop their own ideas and then decide which materials to use to express them. <p>Reception</p> <ul style="list-style-type: none"> - Explore, use and refine a variety of artistic effects to express their ideas and feelings. <p>ELG</p> <ul style="list-style-type: none"> - Safely use and explore a variety of materials tools and techniques. experimenting with colour, design texture and form. - 				
<p>Evaluating</p>	<p>Reception</p> <ul style="list-style-type: none"> - Return to and build on their previous learning, refining ideas and developing their ability to represent them. <p>ELG</p> <ul style="list-style-type: none"> - Share their creations explaining the process they have used. 				
<p>Investigating and Making</p> <p>Nursery – Reception</p>	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td data-bbox="360 1247 527 1797"> <p>Drawing</p> </td> <td data-bbox="527 1247 1520 1797"> <p>3-4</p> <ul style="list-style-type: none"> - Create closed shapes with continuous lines and begin to use these shapes to represent objects. - Draw with increasing complexity and detail, such as representing a face with a circle and including details. - Use drawing to represent ideas like movement or loud noises. - Show different emotions in their drawings, like happiness, sadness, fear, etc. <p>Reception</p> <ul style="list-style-type: none"> - Create collaboratively, sharing ideas, resources and skills. </td> </tr> <tr> <td data-bbox="360 1797 527 1959"> <p>Collage</p> </td> <td data-bbox="527 1797 1520 1959"> <p>3-4</p> <ul style="list-style-type: none"> - Join different materials and explore different textures. <p>Reception</p> </td> </tr> </table>	<p>Drawing</p>	<p>3-4</p> <ul style="list-style-type: none"> - Create closed shapes with continuous lines and begin to use these shapes to represent objects. - Draw with increasing complexity and detail, such as representing a face with a circle and including details. - Use drawing to represent ideas like movement or loud noises. - Show different emotions in their drawings, like happiness, sadness, fear, etc. <p>Reception</p> <ul style="list-style-type: none"> - Create collaboratively, sharing ideas, resources and skills. 	<p>Collage</p>	<p>3-4</p> <ul style="list-style-type: none"> - Join different materials and explore different textures. <p>Reception</p>
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	Painting	<ul style="list-style-type: none"> - Explore colour and colour mixing. - Show different emotions in their paintings, like happiness, sadness, fear, etc. - Create collaboratively, sharing ideas, resources and skills.
	3D	<ul style="list-style-type: none"> - Join different materials and explore different textures. - Create collaboratively, sharing ideas, resources and skills.

Art & Design
A Progression of Skills - Year 1

Exploring & Developing Ideas	1. Respond to ideas and starting points (stories, rhymes, objects, the natural world)
Evaluating	1. Describe what is thought about my own and other's work.
Collage Term 1 Amazing Adventures	<ol style="list-style-type: none"> 1. Explore and experiment with lots of collage materials. 2. Cut, tear, fold crumple and overlay paper, textiles and card for collages. 3. Sort (into colours &/or textures), mix and arrange collage materials for a purpose. 4. Use paste, glue and other adhesives. 5. Create collage sometimes in a group and sometimes individually 6. Say how an artist has used texture, colour pattern & shape in their work.



Investigating and Making	Printing Term 2 Castles and Knights	<ol style="list-style-type: none"> 1. Make prints using found objects, such as vegetables, leaves and sponges (ie hard & soft materials) 2. Print onto paper & fabric. 3. Explore techniques such as repeating, overlapping, rotating, arranging, pressing, rolling, rubbing and stamping. 4. Make a monoprint using a 'scrape away' & draw and peel method. 5. Look at print making in the environment, e.g. wallpapers and fabrics.
	Drawing Term 3 Animal Antics	<ol style="list-style-type: none"> 1. Draw lines of different shapes and thicknesses. 2. Draw with crayons, pencils, pastels & charcoal. 3. Show patterns & textures by adding dots & lines. 4. Draw on different surfaces. 5. Colour in neatly, following the lines very carefully. 6. Draw what is imagined and what is seen.

Art & Design
A Progression of Skills - Year 2

Exploring & Developing Ideas	1. Explore ideas from imagination or from real starting points (ie first hand observations)		
Evaluating	1. Comment on differences in other's work and suggest ways of improving own work.		
Investigating and Making	<table border="1"> <tr> <td>Painting Superheroes Term 1</td> <td> <ol style="list-style-type: none"> 1. Mix primary colours to make secondary colours using a variety of paints including powder paint and ready mix. 2. Add white to colours to make tints. 3. Add black to colours to make tones. 4. Know the position of primary and secondary colours in relation to each other on the colour wheel. 5. Work on different scales using a variety of brushes. </td> </tr> </table>	Painting Superheroes Term 1	<ol style="list-style-type: none"> 1. Mix primary colours to make secondary colours using a variety of paints including powder paint and ready mix. 2. Add white to colours to make tints. 3. Add black to colours to make tones. 4. Know the position of primary and secondary colours in relation to each other on the colour wheel. 5. Work on different scales using a variety of brushes.
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		<ol style="list-style-type: none"> 6. Paint pictures of what is seen Linking colours to natural and man-made objects. 7. Say how an artist has used colour.
Textiles Time Travellers Term 2		<ol style="list-style-type: none"> 1. Sort & group threads and fabrics by colour and texture. 2. Explore plaiting and weaving and understand the basic methods. 3. Use glue and running stitch to join fabrics. 4. Apply decoration 5. Make weavings with fabrics or threads. 6. Look at examples of textiles used to create pictures, patterns or objects.
3D/ clay Bug Buddies Term 3		<ol style="list-style-type: none"> 1. Explore clay, dough and plasticine. 2. Make a pinch pot. 3. Add lines and shapes to clay work. 4. Add texture to clay work by adding clay or using tools.

Art & Design
A Progression of Skills - Year 3

Exploring & Developing Ideas	<ol style="list-style-type: none"> 1. Explore ideas and collect visual and other information for work.
Evaluating	<ol style="list-style-type: none"> 1. Comment on similarities and differences between own and other's work. 2. Adapt and improve own work.



<p>Printing Builders Term 1</p>	<ol style="list-style-type: none"> 1. Explore press printing; building up layers of colours to make prints of 2 or more colours. 2. Use polystyrene to produce a press print. 3. Know how printing is used in the everyday life of designers and artists. 4. Look at how artists and designers have used colour, shape and pattern
<p>3D/clay Globe Trotters Term 2</p>	<ol style="list-style-type: none"> 1. Make nets of shapes to create recognisable forms. 2. Use clay slabs to build 3D form 3. Carve into the surface of clay to create texture, shape and pattern. 4. Look at clay work from other cultures
<p>Painting Down at the bottom of the garden Term 3</p>	<ol style="list-style-type: none"> 1. Mix colours using tints (adding white or lighter colours) and tones (adding black or darker colours) 2. Block in colour and/or thickened paint to create textural effects. 3. Use a number of brush techniques using thin and thick brushes, to produce shapes, textures, patterns and lines. 4. Use watercolour paints to produce washes for background and then add detail. 5. Experiment in creating mood and feelings with colour. 6. Work on different scales. 7. Make notes in sketchbook of how artists have used paint and paint techniques to produce pattern, colour, texture, tone, shape, space, form and line.



Art & Design
A Progression of Skills - Year 4

Exploring & Developing Ideas		<ol style="list-style-type: none"> 1. Explore ideas and collect visual and other information for work.
Evaluating		<ol style="list-style-type: none"> 1. Comment on similarities and differences between own and other's work. 2. Adapt and improve own work.
	Collage The Empire Strikes Term 1	<ol style="list-style-type: none"> 1. Cutting skills (using scissors) are precise. 2. Use coiling and overlapping skills. 3. Know the striking effect work in a limited colour palette can have, through experimentation. 4. Use mosaics. 5. Use tessellation and other patterns in collage. 6. Look at mosaics, montage and collage from other cultures.
	Textiles Chocolate Term 2	<ol style="list-style-type: none"> 1. Make weavings such as 'God's eyes' 2. Create texture in textile work by tying and sewing threads or by pulling threads. 3. Have the basics of Running Stitch & cross stitch. 4. Use textile skills to create artwork that is matched to an idea or purpose. 5. Know about textile work from other cultures and times.
	Drawing Under our Feet Term 3	<ol style="list-style-type: none"> 1. Use a view finder to help with sketching. 2. Use a number of sketches to base work on. 3. Annotate sketches in sketchbooks to explain ideas. 4. Use hatching and cross hatching to show tone and texture in drawings. 5. Sketch lightly (so there is no need to use a rubber) 6. Use different grades of pencil at different angles to show different tones.



Art & Design
A Progression of Skills - Year 5

Exploring & Developing Ideas	1. Explore and collect visual and other information to help develop work and keep these in an art sketchbook.
Evaluating	1. Make comments on the ideas, methods and approaches used in own and other's work including other artists, relating these to the context in which the work was made. 2. Adapt and refine work to reflect the purpose and meaning of the work.
	<p>Textiles Around The Corner Term 1 (William Morris, Warner archive)</p> <p>1. Have a sound understanding of how to use the techniques of sewing (e.g. running stitch, cross-stitch, over stitch, back stitch, blanket stitch and finger knitting) 2. Experiment with batik techniques. 3. Base work on contemporary pieces of textiles &/or works from historical periods/other cultures. 4. Have a sound understanding of how to use the techniques of sewing (e.g. running stitch, cross-stitch, over stitch, back stitch, blanket stitch and finger knitting) 5. Experiment with batik techniques. 6. Base work on contemporary pieces of textiles &/or works from historical periods/other cultures.</p>
	<p>Drawing Out of This World Term 2</p> <p>1. Select the most suitable drawing materials for the type of drawing. 2. Use shading to add interesting effects to drawings, using different grades of pencil. 3. Use shading to show shadows and reflections on 3D shapes. 4. Use simple perspective in work using a single focal point and horizon. 5. Use a variety of different shaped lines to indicate movement in drawings.</p>



Investigating and Making		6. Study other artist's drawings and experiment with some of these styles.
	3D/ art Invaders Term 3	<ol style="list-style-type: none"> 1. Use a variety of techniques for sculpting clay eg carving into blocks of clay, slab building etc 2. Use relief techniques to build up features, focusing on shape, texture and pattern. 3. Look at clay work from other cultures &/or artists for inspiration.

Art & Design
A Progression of Skills - Year 6

Exploring & Developing Ideas		1. Explore and collect visual and other information to help develop work and keep these in art sketchbooks.
Evaluating		<ol style="list-style-type: none"> 1. Make comments on the ideas, methods and approaches used in own and other's work, including other artists relating these to the context in which the work was made. 2. Adapt and refine work to reflect the purpose and meaning of the work.
	Collage Troubled times Term 1	<ol style="list-style-type: none"> 1. Experiment with techniques that use contrasting textures, colours or patterns, (rough/smooth, light/dark, plain/patterned) 2. Base collage on observational drawings. 3. Take inspiration from artists and designers. 4. Combine both visual and tactile qualities. 5. Work reflects a purpose, which is written about in art sketchbook.
	Printing It's a Wild world	<ol style="list-style-type: none"> 1. Use a number of colours - built up in sequence. 2. Make precise patterns, exploring repetition, symmetry and rotation. 3. Make a printing block using polystyrene/foam/card tiles. 4. Use elimination printing techniques



	Term 2	5. Study print making from other cultures or other time periods.
	Painting Myths and legends Term 3	1. Create colours by mixing to represent images observed in the natural and man-made world. 2. Sketch (lightly) before painting so as to combine lines with colour to produce images that convey a purpose. 3. Carry out preliminary studies, trying out different media and materials and mixing appropriate colours Make notes in sketchbook of how artists have used paint and paint techniques to produce pattern, colour, texture, tone, shape, space, form and line.