



ART & DESIGN SKILLS AND KNOWLEDGE PROGRESSION

Strand	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Investigating and exploring	<p>Use the senses to explore a range of materials and media</p> <p>Use marks and pictures to express thoughts and feelings.</p>	<p>Talk about, describe and draw simple images and artefacts.</p> <p>Use simple drawings and sketches to record ideas, thoughts and feelings.</p> <p>Compare the differences and similarities between different practices and differences in the work of artists, craft makers and designers, from different cultures and historical periods.</p>	<p>Make drawings in a sketchbook of artefacts and images adding notes where appropriate.</p> <p>Explore and respond to direct sensory experiences, memory and imagination.</p>	<p>Make a range of drawings in a sketchbook to record observations in detail, adding notes where appropriate.</p> <p>Explore and respond to direct sensory experiences, and to memory and imagination, natural and made environments.</p> <p>Develop some understanding of how artists, designers and craft workers, from different cultures and historical periods, develop, express and represent their ideas.</p>	<p>Make drawings in a sketchbook and record observations of a range of artefacts and images studied annotating work and commenting on distinctive features.</p> <p>Collect, examine, select and use resource materials to inform thinking and contribute to the development of ideas.</p>	<p>Use a wide range of visual techniques and secondary sources of information to support the development of projects.</p> <p>Annotate ideas and images collected including visits to museums and galleries, explain how they will inform own ideas.</p> <p>Identify how artists, designers and craft workers, from different cultures and historical periods, develop, express and represent their ideas, and how they will use this in their own work.</p>	<p>Use and combine the visual elements (colour, tone, line, shape, form, texture, pattern) to record observations and to express and communicate ideas and feelings.</p> <p>Make informed and critical comments about own and other peoples' work.</p> <p>Show critical appreciation of the work of local, national and international artists, designers and craft workers from different cultures and historical periods.</p>
Drawing	<p>Use the senses to explore a range of mark-making media, e.g. pencils, chalk, charcoal etc.</p> <p>Make marks using a wide range of media, e.g. pencils, chalk, charcoal etc.</p>	<p>Talk about a range of mark-making media, e.g. pencils, chalk, charcoal etc.</p> <p>Use marks and pictures to describe thoughts and feelings.</p> <p>Make a range of marks using a wide range of tools.</p>	<p>Talk about the drawing tools and techniques used to share ideas.</p> <p>Use a wide range of different lines, e.g. thin, bold, feint, wavy, broken etc.</p> <p>Create simple drawings based on things observed in order to create designs.</p>	<p>Talk about the visual and tactile qualities of drawing and painting media.</p> <p>Create simple drawings based on things observed in order to create designs.</p> <p>Use a viewfinder to select and record shapes and images.</p>	<p>Use an increasing range of visual and tactile techniques for example lines and marks e.g. direct, meandering, accidental and intentional and crosshatching</p>	<p>Apply appropriate visual and tactile techniques to suit the intended purpose.</p> <p>Use a framing device to isolate areas of images including the foreground, background and focal point.</p> <p>Use a wide range of techniques to create a range of effects.</p>	<p>Use and combine a variety of drawing and graphic materials, tools and processes, working on a range of scales, e.g. pens, pencils, charcoal, pastels, inks, computer packages.</p> <p>Use simple photographic techniques for recording and creating work.</p>



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							<p>Combine a range of effects to support multi-media projects.</p> <p>Create a composition showing moving figures.</p>
Painting	<p>Use the senses to explore a range of painting materials, e.g. thick, thin, ready mix, powder finger paints etc</p> <p>Use everyday objects to make marks in paint, e.g. cotton reels, sticks, wheels on cars etc</p> <p>Explore what happens when colours are mixed together.</p>	<p>Talk about a range of painting materials, e.g. ready mix, powder, poster, water colours</p> <p>Use a wide range of tools to make marks, e.g. brushes, rollers, palette knife.</p> <p>Use different kinds of paint to make marks, shapes and patterns.</p> <p>Talk about what happens when colours are mixed together</p>	<p>Use an increasing range of paints to create different textures.</p> <p>Use an increasing range of painting tools and simple techniques.</p> <p>Identify the primary colours needed to mix all secondary colours.</p> <p>Experiment with the production of light and dark shades of colour.</p>	<p>Use a range of tools to apply paint, and create pattern.</p> <p>Combine paint and other materials effectively to create detail and texture.</p> <p>Mix shades of primary and secondary colours.</p>	<p>Mix paint and other materials to create detailed patterns and textures.</p> <p>Use a range of painting techniques to create different effects.</p> <p>Use knowledge of colour families to create contrast.</p> <p>Create light and dark tones.</p>	<p>Select and apply a wide range of appropriate painting techniques, giving reasons for choices.</p> <p>Use a range of brushstrokes to indicate changes in shape and form.</p>	<p>Use and combine a variety of painting and graphic materials, tools and processes, working on a range of scales, e.g. brushes, inks, paints, computer packages.</p>
3D modelling	<p>Use the senses to explore a range of modelling materials, e.g. salt dough, play dough. junk modelling materials etc</p> <p>Use everyday objects to make marks in modelling materials e.g. cotton reels, sticks, wheels on cars etc</p>	<p>Talk about a range of modelling materials, e.g. salt dough, play dough. junk modelling materials etc</p> <p>Explore the use of a range of modelling materials.</p> <p>Use a range of tools to create marks and patterns.</p>	<p>Talk about and explore a range of modelling materials.</p> <p>Recreate prints and patterns based on the surface of natural and man-made objects.</p> <p>Use tools to create linear patterns</p>		<p>Create free-standing 3D models using clay.</p> <p>Shape and form clay to produce a slab pot or container based on a basis 3D shape.</p> <p>Mix and combine a range of different materials and tools to create surface texture and impressions.</p>	<p>Create increasingly complex 3D forms using a wide range of materials.</p> <p>Use a wide range of techniques to join, combine and shape clay.</p> <p>Apply techniques to the surface of clay, e.g. spraying, stippling and sponging.</p> <p>Mix and combine a range of materials to</p>	<p>Use a variety of natural and man-made materials to create reliefs and sculptures, constructing and modelling with wood, plastics, wire and clay.</p> <p>Manipulate and decorate clay using a variety of techniques, e.g. coiling, modelling, carving, impressing, use of glazes.</p>



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<p>Printing</p>	<p>Use the senses to explore a range of printing materials and tools, e.g. found objects, potatoe prints etc.</p> <p>Use everyday objects to make marks. e.g. cotton reels, sticks, wheels on cars etc</p>	<p>Talk about a range of printing materials and tools, e.g. found objects, potato prints etc.</p> <p>Use an increasing range of everyday objects to create marks and patterns</p>	<p>Talk about and recreate patterns in the environment.</p> <p>Make prints and patterns using everyday natural and man-made objects.</p> <p>Cut a simple shape into card to create a stencil.</p>	<p>Use natural materials to print.</p>			<p>Use a variety of printing techniques and methods, e.g. mono/block printing techniques and various screen printing methods.</p>
<p>Textiles</p>	<p>Use the senses to explore a range of textiles and materials e.g. wool, cotton, felt etc.</p> <p>Use a range of every day fabrics and materials to create pictures.</p>	<p>Talk about a range of textiles and materials e.g. plain patterned, textured etc.</p> <p>Plan and create multi-media pictures and collages</p> <p>Create simple symmetrical patterns.</p>	<p>Use and talk about natural and manmade materials.</p> <p>Draw a simple picture to represent a plan. Use a range of materials to create pictures and collage.</p> <p>Create a simple repeating pattern, e.g. over, under, over, under.</p>		<p>Weaving on a card loom.</p>		<p>Work with textiles using a variety of materials, tools and techniques, e.g. painting, dyeing, weaving, felting, stitching, quilting, applique and collage</p>