

Art Progression of skills and kno				DRAWIN	
Reception Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
 Use a variety of tools to mark make – pencils, paint, sticks, chalk, water. Draw into sand, liquids, onto the ground using liquids and tools. Explore a range of drawing tools to make marks Begin to control the types of marks made with a range of media. Draw on different surfaces Explore different textures Draw from imagination Explore drawing from observation Investigate textures by describing, naming, rubbing and copying Produce a range of patterns and textures 	tools and surfaces Draw experiences and feelings Sketch to make records Begin to control marks made with different media Investigate tone by drawing light/dark lines using pencil Investigate textures and produce an expanding range of patterns va v	eperiment with ark making sing alternative ols eate initial etches for sinting egin to draw ith accuracy scuss shadows, tht and dark	 Consider scale and proportion Create accurate observational drawings Work on a variety of scales Produce drawings using IT Identify and draw the effect of light Draw for a sustained period of time Collect and record visual information Plan and collect source material Develop techniques to create intricate patterns – range of media 	 Work in a sustained and independent way to create an accurate, detailed drawing. Developing key elements of their work (line, tone, pattern, texture) Draw from different viewpoints considering horizon lines. Begin to consider perspective Use different techniques for purpose e.g. different styles of shading Work from a variety of sources including observation and photographs to develop own work 	 Select appropriate media and techniques to achieve a spectoutcome Develop their own style Draw for a sustained periof time over a number of sessions Use tone in drawings to achieve depth Develop drawing with perspectiand focal poin Adapt drawing according to evaluations and discuss further developments



Progression of skills and knowledge		PAINT			
Reception Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
 Experiment with painting and colour mixing using powder paints, poster paints and water colours. Mix primary colours to create secondary colours Describe collections of colours Discuss and use warm and cold colours Describe favourite colours and why colours may be used for different purposes Explore a range of paint, brush sizes and tools 	 Begin to describe a range of colours Mix a range of secondary and tertiary colours Be able to discuss the colour wheel Talk about why they have selected colours for their artwork Begin use a range of paint and discuss why some are more suited to particular painting styles 	 Make tints of one colour by adding white Darken / Lighten colours without using black / white Mix / create colour for use on a large scale. (wash) Explore a variety of media to create colour (paint, crayon, coloured pencil, textiles, ink, pastels etc) Demonstrate increasing control of the types of marks made to create certain effects 	 Make tints, tones and shades using white, grey and black Observe colour and suggest why it has been used Independently choose the right paint and / or equipment for the task. Select colour to reflect mood Explore different brush strokes and why / when they might be used Begin to discuss how they are influenced by the work of other artists 	 Make and discuss hue, tint, tone, shade, and mood Mix colours, shades, tones, tints with confidence, building on previous knowledge Select colour for purpose explaining choices Discuss how colour can be used to express ideas, feelings and mood Confidently control the types of marks made and experiment with different effects and textures 	Select colour to express feelings Discuss harmonious and contrasting colours and their placement on the colour wheel Work in a sustained and independent was developing own style Purposefully controlling the types of marks, brushstrokes used to create desired effect Use colours and brushstrokes to create atmosphere and light effects



	Progre	ssion of skills ar	nd knowledge			COLLAGE
Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
 Use fabric, wool or thread to make models with recycled items. Use ribbons and string to thread and make patterns. Make collages using paper, tissue, crepe etc Use fabrics for role play 	 Begin to use scissors and tearing to create a range of shapes Explores different methods of fixing one material to another Create an image from a variety of cut or torn media Arrange and glue materials to different backgrounds 	 Develop a range of cutting, tearing and fixing techniques to create a specific picture Use scissors in a controlled way to cut with accuracy Fold, crumple, tear and overlap papers to create an image Has experience of adhesives and decides on most effective for a given task 		Develops experience in embellishing, using more advanced joining techniques Experiment with a range of collage techniques such as tearing, overlapping and layering to create collaged images		Use collage as a means of extending work from initial ideas Independently select a range of media to produce a collaged image



Progression of skil	and knowledge		PRINTING
Progression of skill sption Onges to Onges to Ongesterns or Onges. With food Finger Ong. Und Onges	Year 3 Year 4 Design and create a Collograph print using a range of materials Explore the process of mono printing Demonstrate an awareness of printing with multiple colours Demonstrate an awareness of printing onto fabric and consider the difference to printing onto paper	Year 5 Gain experience in overlaying colours Start to overlay prints with other media Continue to experience in combining prints to produce an end piece Explore, experiment, plan and collect source material for future work	PRINTING Year 6



Progression of skills and knowledge					D	DIGITAL MEDIA	
Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6	
Use the iPads to take photographs	Begin to explore digital media to create an image Record information using digital cameras Explore digital tools (e.g. brushes, shape and fill tools, eraser) eraser)		 Use a graphics package or app to explore digital image creation Have the opportunity to manipulate an image using various digital tools Use a digital camera to take a specific image portrait/landscape 		 Confidently use a graphics package or app to create and manipulate images using a wider range of digital tools Understand that a digital image can be made up of different layers Create layered images from original ideas Experiment with colours and textures by making an appropriate choice of special effects and simple filters to manipulate and create images for a particular purpose Begin to use digital media to record and evaluate a creative learning journey 	Use digital media as a means of extending work from initial ideas Use digital media in order to selfevaluate the creative learning journey Present personal ideas and choices using a range of digital media	



Progression of skills and knowledge			SCULPTUR			
Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Explore a range of malleable materials to make models or pictures using — playdough, plasticine, clay, saltdough, cooking materials.		 Show an awareness that natural and human made materials can be used to create sculpture Create models from imagination and direct observation Join materials together and apply decorative techniques Replicate patterns and textures in a 3D form Discuss the work of other sculptors and relate these to their own ideas and designs 	 Plan, shape, mould and make constructions from different materials Understand the different adhesives and methods used in construction Consider and discuss aesthetics Produce more intricate surface patterns using a range of processes Show an awareness of how texture, form and shape can be transferred from 2D to 3D Model over an armature 			 Recognise sculptural forms in the environment and use these as inspiration for their own work Demonstrate experience in relief and freestanding work using a range of media Independently select sculpture as a method of producing work, if this fits the criteria of the task Confidently carve a simple form