

## Progression of knowledge & Skills in Art & Design Planning & Assessment

### EYFS, Year 1 & Year 2

#### All children should:

- Record & explore ideas from first hand observations
- Ask & answer questions about their starting points for their work
- Develop their ideas – try things out, change their minds...
- Explore the work of artists, craftspeople & designers from different times & cultures for differences & similarities
- Review what they & others have done & say what they think & feel about it
- Identify what they might change in their current work or develop in future work

### Drawing

Experiment with a variety of media; pencils, rubbers, crayons, pastels, felt-tips, charcoal, ballpoints & chalk  
Control the types of marks with the range of media

Name, match & draw lines from observations

Invent new lines

Draw on different surfaces with a range of media

Use differently textured & sized media

Observe & draw shapes from observations

Draw shapes in between objects

Invent new shapes

Investigate tone by drawing light/dark lines, light/dark patterns, light/dark shapes etc

Investigate texture by describing, naming, rubbing, copying etc

<b>Painting</b>	<p>Use a variety of tools &amp; techniques, including different brush sizes &amp; types Mix &amp; match colours to artefacts &amp; objects Work on different scales Experiment with tools &amp; techniques Eg: layering, mixing media, scraping through etc Name different types of paint &amp; their properties</p> <p>Identify primary colours by name Mix primary shades &amp; tones</p> <p>Create textured paint by adding sand, plaster etc</p>
<b>Collage</b>	<p>Create images from a variety of media Eg: photocopies, crepe paper, magazines etc Arrange &amp; glue materials to different backgrounds Sort &amp; group materials for different purposes Eg: colour, texture etc Fold, crumple, tear &amp; overlap papers Work on different scales</p> <p>Collect, sort, name &amp; match colours appropriate for an image</p> <p>Create &amp; arrange shapes appropriately</p> <p>Create, select &amp; use textured paper for an image</p>

<p><b>Sculpture</b></p>	<p>Manipulate malleable materials in a variety of ways, including rolling &amp; kneading          Explore sculpture with a range of malleable media          Manipulate malleable media for a purpose Eg: pot, tile etc          Understand the safety &amp; basic care of materials &amp; tools</p> <p>Experiment with constructing &amp; joining recycled, natural &amp; manmade materials</p> <p>Use simple 2-D shapes to create 3-D form</p> <p>Change the surface of a malleable material Eg: Build a textured tile</p>
<p><b>Print</b></p>	<p>Print with a range of hard &amp; soft materials Eg: corks, pen barrels, sponges          Make simple marks on rollers &amp; printing palettes          Take simple prints Eg: mono-printing          Roll printing ink over found objects to create patterns Eg: Plastic mesh, stencils          Build repeating patterns &amp; recognise pattern in the environment          Create simple printing blocks with press print          Design more repetitive patterns</p> <p>Experiment with overprinting motifs &amp; colour</p> <p>Make rubbings to collect textures &amp; patterns</p>
<p><b>Textiles</b></p>	<p>Match &amp; sort fabrics &amp; threads for colour, texture, length, size &amp; shape          Change &amp; modify threads &amp; fabric, knotting, fraying, fringing, pulling threads, twisting, plaiting          Cut &amp; shape fabric using scissors          Apply shapes with glue or by stitching          Apply decorations using beads, buttons, feathers etc          Create cords &amp; plaits for decoration</p> <p>Apply colour with printing, dipping, fabric crayons etc          Create &amp; use dyes ie: onion skins, tea, coffee</p> <p>Create fabrics by weaving materials Eg: grass through twigs, carrier bags on a bike wheel</p>

<b>Digital Media</b>	Explore ideas using digital sources Record visual information using cameras Use a simple graphics package to create images & effects with : <ul style="list-style-type: none"><li>○ Lines – by changing the size of brushes in response to ideas</li><li>○ Shapes using an eraser, shape &amp; fill tools</li><li>○ Colours &amp; texture using simple filters to manipulate &amp; create images</li></ul> Use basic selection & cropping tools
<b>Artists Studied</b>	

## Progression of Knowledge & Skills in Art & Design Planning & Assessment

### Year 3 & Year 4

#### All children should:

- Record & explore ideas from first hand observations, experience & imagination & explore ideas for different purposes
- Ask & answer questions about their starting points for their work
- Explore the work of artists, craftspeople & designers from different times & cultures for differences & similarities
- Compare ideas, methods & approaches in their own & others' work & say what they think & how they feel about them
- Adapt their work according to their views & describe how they might develop it further
- Annotate work in a sketch book

#### Drawing

Experiment with ways in which surface detail can be added to drawings  
Use sketchbooks to collect & record visual information from different sources  
Draw for a sustained period of time at an appropriate level

Make marks & lines with a wide range of drawing implements Eg: charcoal, pencil, crayon, chalk, pastels, pens etc  
Experiment with different grades of pencil & other implements to create lines & marks

Experiment with different grades of pencil & other implements to draw different forms & shapes  
Begin to show an awareness of objects having a third dimension

Experiment with different grades of pencil & other implements to achieve variations in tone  
Apply tone in a drawing in a simple way

Create textures with a wide range of drawing implements  
Apply a simple use of pattern & texture in a drawing

<p><b>Painting</b></p>	<p>Experiment with different effects and textures including blocking in colour, washes &amp; thickened paint creating textural effects          Work on a range of scales Eg: thin brush on small pictures etc          Create different effects &amp; textures with paint according to what they need for the task</p> <p>Mix colours &amp; know which primary colours make secondary colours          Use more specific colour language          Mix &amp; use tints &amp; shades</p>
<p><b>Collage</b></p>	<p>Experiment with a range of collage techniques such as tearing, overlapping &amp; layering to create images &amp; represent textures          Use collage as a means of collecting ideas &amp; information &amp; building a visual vocabulary</p>
<p><b>Sculpture</b></p>	<p>Plan, design &amp; make models from observation or imagination          Join clay adequately &amp; construct a simple base for extending &amp; modelling other shapes          Create surface patterns &amp; textures in a malleable material          Use papier mache to create a simple 3D object</p>
<p><b>Print</b></p>	<p>Create printing blocks using a relief or impressed method          Create repeating patterns          Print with 2 colour overlays</p>
<p><b>Textiles (Covered in D&amp;T)</b></p>	<p>Use a variety of techniques Eg: printing, dyeing, weaving &amp; stitching to create different textural effects          Match the tool to the material          Develop skills in stitching, cutting &amp; joining          Experiment with paste resist</p>
<p><b>Digital Media</b></p>	<p>Record &amp; collect visual information using digital cameras          Present recorded visual images using software – Powerpoint          Use a graphics package to create images &amp; effects with:</p> <ul style="list-style-type: none"> <li>○ Lines – by controlling the brush tool with increased precision          Changing the type of brush to an appropriate styles Eg: charcoal</li> <li>○ Create shapes by making selections to cut, duplicate &amp; repeat</li> <li>○ Experiment with colours &amp; textures by making an appropriate choice of special effects &amp; simple filters to manipulate &amp; create images for a particular purpose</li> </ul>

<b>Artists studied</b>	Andy Warhol

## Progression of Knowledge & Skills in Art & Design Planning & Assessment

### Year 5 & Year 6

#### All children should:

- Select & record from first hand observation, experience & imagination & explore ideas for different purposes
- Question & make thoughtful observations about starting points & select ideas to use in their work
- Explore the roles of artists, craftspeople & designers working in different times & cultures
- Compare ideas, methods & approaches in their own & others work & say what they think & feel about them
- Adapt their work according to their views & describe how they might develop it further
- Annotate work in a sketch book

#### Drawing

Work from a variety of sources including observations, photographs & digital images  
Work in a sustained & independent way to create a detailed drawing  
Develop close observational skills using a variety of view finders  
Use a sketchbook to collect & develop ideas  
Identify artists who have worked in a similar way to their own work

Use dry media to make different marks, lines, patterns & shapes within a drawing  
Experiment with wet media to make different marks, lines, patterns, textures & shapes  
Explore colour mixing & blending techniques with coloured pencils  
Use different techniques for different purposes ie: shading, hatching within their own work  
Start to develop their own style using tonal contrast & mixed media

Begin to use simple perspective in their work using a simple focal point & horizon  
Begin to develop an awareness of composition, scale & proportion in their paintings  
Eg: Foreground, middle ground & background  
Show an awareness of how paintings are created ie: composition



<p><b>Painting</b></p>	<p>Develop a painting from a drawing  Carry out preliminary studies, trying out different media &amp; materials &amp; mixing appropriate colours  Create imaginative work from a variety of sources Eg: Observational drawings, themes, poetry &amp; music</p> <p>Mix &amp; match colours to create atmosphere &amp; light effects  Be able to identify primary, secondary, complimentary &amp; contrasting colours  Work with complimentary colours</p>
<p><b>Collage</b></p>	<p>Add collage to a painted, printed or drawn background  Use a range of media to create collages  Use different techniques, colours &amp; textures when designing &amp; making pieces of work  Use collage as a means of extending work from an initial idea</p>
<p><b>Sculpture</b></p>	<p>Shape, form. Model &amp; construct from observation or imagination  Use recycled, natural &amp; man-made materials to create sculptures</p> <p>Plan a sculpture through drawing &amp; other preparatory work  Develop skills in using clay, including slabs, coils &amp; slips  Produce intricate patterns &amp; textures in a malleable media</p>
<p><b>Print</b></p>	<p>Create printing blocks by simplifying an initial sketch book idea  Use relief or impressed method  Create prints with 3 overlays</p> <p>Work into prints with a range of media Eg: pens, colour pens &amp; paints</p>
<p><b>Textiles (Covered in D&amp;T)</b></p>	<p>Use fabrics to create 3D structures  Use different grades of threads &amp; needles  Experiment with batik techniques  Experiment with a range of media to overlap &amp; layer, creating interesting colours &amp; textures &amp; effects</p>

<b>Digital media</b>	Record, collect & store visual information using digital cameras, video recorders Present recorded visual images using software - PowerPoint Use a graphics package to create & manipulate new images Be able to import an image (scanned, retrieved & take) into a graphics package Understand that a digital image is created by layering Create layered images from original ideas (Sketch books etc)
<b>Artists studied</b>	Andy Warhol Monet

