

Art and Design - Progression of Skills - 2022 - 2023

	EYFS	KS1 (Y1 and Y2)	LKS2 (Y3 and Y4)	UKS2 (Y5 and Y6)
Exploring Ideas Developing Ideas	<p>Represent their own ideas, thoughts and feelings through art and design.</p> <p>Express themselves effectively.</p> <p>Use what they have learnt about media and materials in original ways thinking about uses and purposes.</p> <p>Express and respond to feelings, ideas and experiences.</p> <p>Know about similarities and differences among materials and types of art eg. painting, drawing, sculpture, model</p>	<p>Look at the work of an artist and say what I can see and like about it.</p> <p>Explore the work of artists, craftspeople and designers from different times and cultures for differences and similarities.</p>	<p>Look at the work of an artist and describe what I can see, what I feel about the piece and give my own opinion.</p> <p>Explore the roles and purposes of artists, craftspeople and designers working in different times and cultures.</p>	<p>Look at the work of an artist and describe what I can see, interpret the piece, give my own judgement and analyse elements of art that have been used.</p> <p>Explore the roles and purposes of artists, craftspeople and designers working in different times and cultures.</p>
Evaluating Ideas	<p>Identify what they might change in their current work or develop in future work.</p>	<p>Evaluate my own work.</p> <p>Review what they and others have done and say what they think and feel about it.</p> <p>Identify what they need to improve on.</p>	<p>Evaluate my own work and that of others.</p> <p>Compare ideas, methods and approaches in their own and others' work and say what they think and feel about them.</p> <p>Adapt their work according to their views</p>	<p>Evaluate my own work and that of others.</p> <p>Compare ideas, methods and approaches in their own and others' work and say what they think and feel about them.</p> <p>Adapt their work according to their views</p>

			and describe how they might develop it further. Annotate work in art books.	and describe how they might develop it further. Annotate work in art books.
Drawing	<p>Create simple representations of events, people and objects. Experiment with a variety of media; pencils, rubbers, crayons, pastels, felt tips, charcoal, ballpoint, chalk. Look closely at similarities, differences, patterns and change.</p> <p>Draw on different scales. Experiment with mark making in different materials- sand, mud, soil, flour.</p> <p>Draw on different surfaces with a range of media. Investigate textures by describing, naming, rubbing, copying.</p>	<p>Lines and marks- Name, match and draw lines and marks from observations. Experiment and control the types of marks made with the range of media.</p> <p>Tone- Investigate tone by drawing light/ dark lines, light/dark patterns, light/dark shapes.</p> <p>Shape- Draw shapes from observations that demonstrate a wide use of mark making for tone.</p> <p>Texture- Investigate textures by describing, naming rubbing, copying.</p>	<p>Apply a simple use of pattern and texture in a drawing making marks and lines with a wide range of drawing implements eg. charcoal, pencil crayon, chalk, pastels, fine liners etc. Experiment with different grades of pencil and other implements to create lines and marks. Experiment with variations of tone using different grades of pencil and other implements. Begin to show awareness of objects having a third dimension.</p>	<p>Lines, marks, tone, form and texture- use a range of media to make different marks, lines, patterns and shapes within a drawing. Use different techniques for different purposes ie. shading, hatching within their own work. Work from a variety of sources including observation, photographs and digital images. Work in a sustained and independent way to create a detailed drawing. Develop close observation skills using a variety of viewfinders. Start to develop own style using tonal contrast and mixed media. Begin to use simple perspective in their work</p>

				<p>using a single focal point and horizon.</p> <p>Begin to develop awareness of composition, scale and proportion in their paintings eg. foreground, middle ground and background.</p>
<p>Painting</p>	<p>Explore colour and how colour can be changed.</p> <p>Explore what happens when colours are mixed.</p> <p>Mix colours using red, blue and yellow to make green, purple, orange, pink and brown. Give name to colours.</p> <p>Experiment with adding materials to paint to create texture.</p> <p>Mix different media to create new effects.</p> <p>Use simple tools and techniques competently.</p> <p>Express opinions about colours what they like and why they like them.</p> <p>Use a range of brush sizes and work on different coloured, sized, shaped papers.</p>	<p>Colour- Identify primary and secondary colours by name.</p> <p>Mix primary shades and tones.</p> <p>Mix secondary colours.</p> <p>Use a variety of tools and techniques including different brush sizes and types.</p> <p>Texture- Create textured paint by adding sand, plaster.</p> <p>Experiment with tools and techniques eg. layering, mixing, media and scrapping.</p> <p>Mix and match colours to objects.</p>	<p>Colour- Mix colours and know which primary colours make secondary colours.</p> <p>Mix and use tints, shades and tones.</p> <p>Use more specific colour language- eg, names for different blues.</p> <p>Work on a range of scales eg. thin brush on small picture.</p> <p>Texture- Experiment with different effects and textures including blocking in colour, washes, thickened paint creating textural effects.</p>	<p>Colour- Mix and match shades, tints and tones of colour to create atmosphere and light effects.</p> <p>Be able to identify and work with complementary and contrasting colours showing a greater understanding of the colour wheel and how colours work together.</p> <p>Carry out preliminary studies, trying out different media and materials and mixing appropriate colours.</p> <p>Create imaginative work from a variety of sources eg. observational drawing, themes, poetry, music.</p>

	Create marks with a variety of tools- fingers, twigs etc.			
Printing	<p>Experiment with printing using hands, feet and fingers.</p> <p>Print with a range of hard and soft materials.</p> <p>Roll printing ink over found objects to create patterns eg. leaves, stones.</p> <p>Make rubbings to collect textures and patterns.</p> <p>Recreate texture using wallpaper, string, polystyrene.</p> <p>Use tools competently and appropriately.</p>	<p>Record and explore ideas from first hand observations.</p> <p>Roll printing ink over found objects to create patterns eg. plastic mesh, stencils, leaves, bubble wrap etc.</p> <p>Create simple printing blocks with press print eg. polystyrene.</p> <p>Take simple prints using mono printing.</p> <p>Colour- Experiment with overprinting motifs and colour.</p> <p>Texture- Make rubbings to collect textures and patterns.</p>	<p>Record and explore ideas from first hand observations using a range of mark making techniques and shading.</p> <p>Create printing blocks with a repeating pattern using a relief or impressed method.</p> <p>Print with two colour overlays.</p>	<p>Develop close observation skills using a variety of view finders and a range of mark making and techniques and shading.</p> <p>Create printing blocks by simplifying an initial idea using a relief or impressed method.</p> <p>Create prints with three overlays.</p> <p>Work into prints with a range of media eg. pens, colour pens and paints.</p>
Textiles	<p>Manipulate materials for a planned effect.</p> <p>Match and sort fabrics and threads to colour, texture, length, size and shape.</p>	<p>Match and sort fabrics and threads for colour, texture, length size and shape.</p> <p>Change threads and fabrics, knotting, fraying,</p>	<p>Use a variety of techniques, eg. printing, dyeing, weaving and stitching to create different textural effects.</p>	<p>Use different grades of threads and needles.</p> <p>Experiment with batik or felt techniques.</p> <p>Experiment with a range of media to overlap and layer creating interesting</p>

	<p>Handle and manipulate materials such as threads, cottons, wool, raffia, grass. Deconstruct cloths and threads.</p> <p>Safely use and explore a variety of materials, tools and techniques experimenting with colour, design, texture, form and function.</p>	<p>fringing, pulling threads, twisting, plaiting.</p> <p>Cut and shape fabric using scissors/ snips.</p> <p>Apply shapes with glue or by stitching.</p> <p>Apply decoration using beads, feathers, buttons etc.</p> <p>Colour- Apply colour with printing, dipping, fabric crayons.</p> <p>Texture- Create fabrics by weaving materials ie. grass through twigs.</p>	<p>Match the tool to the material.</p> <p>Develop skills in stitching, cutting and joining.</p>	<p>colours and textures and effects.</p>
3D	<p>Manipulate materials for a planned effect.</p> <p>Construct with a purpose in mind.</p> <p>Select tools and techniques needed to shape, assemble and join materials.</p> <p>Begin to construct, stacking blocks vertically and horizontally, making enclosures and creating spaces.</p> <p>Experiment with malleable materials eg. dough, plasticine, clay, pipe cleaners.</p>	<p>Manipulate malleable materials in a variety of ways including rolling and kneading.</p> <p>Manipulate malleable materials for a purpose eg. pot, tile.</p> <p>Understand the safety and basic care of materials and tools.</p> <p>Form- Experiment with constructing and joining recycled, natural and man-made materials.</p>	<p>Plan, design and make models from observation or imagination.</p> <p>Join clay adequately and construct a simple base for extending and modelling other shapes.</p> <p>Create surface patterns and textures in a malleable material.</p> <p>Use paper mache to create simple 3D objects.</p>	<p>Shape, form, model and construct from observation or imagination.</p> <p>Use recycled, natural and man- made materials to create sculptures.</p> <p>Plan a sculpture through drawing and other preparatory work.</p> <p>Develop skills in using clay including slabs, coils, slips etc.</p>

	<p>Roll a ball shape and a sausage shape using hands, pinch and roll coils</p> <p>Join simple found forms together.</p>	<p>Use simple 2D shapes to create a 3D form.</p> <p>Texture- Change the surface of a malleable material eg. build a textured tile.</p>		<p>Produce intricate patterns and textures in a malleable media.</p>
Collage	<p>Manipulate materials for a planned effect.</p> <p>Collage a range of fabrics.</p> <p>Sort materials according to specific qualities eg. warm, cold, shiny, smooth.</p> <p>Combine materials to create new effects eg. string, tissue paper and glue.</p> <p>Fold, crumple and tear papers.</p> <p>Explore different methods of attaching materials- glue, tape</p> <p>Experience different types of glue.</p>	<p>Create images from a variety of media eg. photocopied material, fabric, crepe paper, magazines etc.</p> <p>Arrange and glue materials to different backgrounds.</p> <p>Sort and group materials for different purposes eg. colour, texture.</p> <p>Fold crumple, tear and overlap papers.</p> <p>Work on different scales.</p> <p>Colour- Collect, sort, name, match colours appropriate for an image.</p> <p>Create and arrange shapes appropriately.</p> <p>Shape- Create and arrange shapes appropriately.</p>	<p>Experiment with a range of collage techniques such as tearing, overlapping and layering to create images and represent textures.</p> <p>Use collage as a means of collecting ideas and information and building a visual vocabulary.</p>	<p>Add collage to a painted, printed or drawn background.</p> <p>Use a range of media to create collages.</p> <p>Use different techniques, colours and textures etc. when designing and making pieces of work.</p> <p>Use collage as a means of extending work from initial ideas.</p>

		Texture- Create, select and use textured paper for an image.		
Digital (Cover in alternative curriculum area)	<p>Explore ideas using digital sources ie. internet. Record visual information using iPads, cameras. Use a simple graphics package to create images and effects by changing brush size and colours. Work on different scales- computer and interactive whiteboard.</p>	<p>Explore ideas using digital sources ie. internet. Record visual information using digital cameras. Use a simple graphics package to create images and effects with: Lines- by changing the size of brushes in response to ideas. Shapes- using eraser, shape and fill tools. Colours and Texture- using simple filters to manipulate and create images. Use basic selection and cropping tools.</p>	<p>Record and collect visual information using digital equipment. Present recorded visual images using software. Use a graphics package to create images with: Lines- by controlling the brush tool with increased precision. Change the type of brush to an appropriate style. Shapes- by making selections to cut, duplicate and repeat. Colours and Texture- by using effects and simple filters to manipulate and create images for a purpose.</p>	<p>Record, collect and store visual information using dig)ital cameras. Present recorded visual images using software eg. Photo Story, PowerPoint. Use a graphics package to create and manipulate new images. Be able to import and image (scanned, retrieved, taken) into a graphics package. Understand that a digital image is created by layering. Create layered images from original ideas.</p>