

Progression of Skills in Art and Design



	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6	Beyond primary expectations
Develop Ideas	Have opportunities to create and develop independently with range of media and tools.	Explore ideas and collect visual information Explore different methods and materials as ideas develop		Collect information, sketches and resources Adapt and refine ideas as they progress Explore ideas in a variety of ways Comment on artworks using visual language.		 Collect information, sketches and resources and present ideas imaginatively in a sketchbook Spot the potential in unexpected results as the work progresses Comment on artwork with a fluent grasp of visual language – line, shape, colour, motion, texture, pattern, proportion 		Develop ideas and increase proficiency in their execution Develop a critical understanding of artists and designers,
Painting	Apply paint with fingers, sponges and thick brushes. Experiment with different ways to paint including brushes of different width and texture; finger painting etc. Explore how mixing water affects painting. Explore effects of paint mixing.	Mix primary colours to make secondary colours Explore the qualities of paint e.g. adding glue/sand, water down etc. Make patterns in paint in the style of an artist	Apply paint with different sized brushes, showing more control Add white to colours to make tints and black to colours to make tones Create colour wheels Experiment with watercolour, colour washes, ready mix, Brusho Make patterns in the style of an artist	Know primary and secondary colours and how to create these independently Select the most appropriate paint to work with Use a number of brush techniques using thick and thin brushes to produce shapes and lines Use watercolour and Brusho paint to create colour washes Use painting skills with growing confidence for a wider range of purposes e.g. painting fabric, clay, plates, plastic etc.	Mix colours effectively Experiment with creating mood with colour Use a number of brush techniques using thick and thin brushes to produce textures and patterns Use watercolour and Brusho paint to create colour washes and add detail Recognise the work of certain artist by their style and replicate.	Sketch (lightly) before painting to combine line and colour Experiment with the properties of acrylic paints Create a colour palette based upon colours observed in the natural or built world	Develop a personal style of painting, drawing upon ideas from other artists Use acrylic paints to create visually interesting pieces Combine colours tones and tints to enhance the mood of a piece.	expressing reasoned judgments that can inform work. Increase proficiency in drawing and in handling different materials Analyse and evaluate work to strengthen the visual impact.
Collage	Sort materials into groups of smooth, rough, shiny etc. Explore tearing and cutting different papers	Create abstract or representational picture from a growing range of collage materials.	Explore a growing range of collage materials including fabric, buttons, sequins etc. Create an image from observation through collage Mix materials to create texture	Use coiling, overlapping, tessellation and mosaic. Recreate designs from other times and cultures using a variety of materials. Select appropriate materials for the best effect.	Reproduce original drawings in the style of an artist using appropriate collage material. Take photographs of the local environment and represent natural found objects like shells, tree bark, and water using a variety of materials. Ensure work is precise.	Use ceramic mosaic materials and techniques Mix textures, rough and smooth, plain and patterned Explore in detail the surfaces of materials, simplify what is observes and recreate in collage.	Use ceramic mosaic materials and techniques Combine visual and tactile qualities	
Sculpture	Use paper, card and recycled materials Use techniques such as cutting and sticking	Create deliberate sculpture with mixed media to create simple forms from the word around them.	Use a range of materials including rolled up paper and plasticine. Use techniques such as rolling, moulding and carving. Include lines and texture	Use clay and other mouldable materials Create and combine shapes to create recognisable forms from solid materials. Experiment with lines and shape to convey movement	Create and combine shapes to create recognisable forms from nets. Add materials to provide interesting detail.	Use tools to carve and add shapes. Use frameworks such as wire to provide stability and form Show real life proportions	Use tools to create texture and pattern. Combine visual and tactile qualities. Show life-like qualities	
Drawing	Explore different media, penciis, pens, crayons, chalks, paint and brushes. Taught how to hold different media and create simple shapes and representation.	Make a variety of patterned lines – wavy, straight, zigzag, thin, thick, wide and narrow. Make representational drawings Draw for different purposes	Show different tones by using coloured pencils Show pattern and texture by adding dots and lines Colour own work, neatly following the lines Learn to shade using consistent pencil strokes	Apply different media and make marks on different surfaces Use different techniques to create texture in drawing including hatching and crosshatching Sketch lightly – no need to use a rubber to correct mistakes. Introduce a sketchbook as a notebook facility	Use shading to show light and shadow Use sketchbook to annotate sketches to explain and elaborate ideas Use different hardness of pencils to show line, tone and texture Make decisions as the work progresses	Use mapping skills to become more aware of scale when drawing people Experiment with shading to create 3d effect Use simple ways of introducing perspective Select the appropriate media to suit the task	Use a variety of techniques to add interesting effects e.g. reflections, shadows, directions of sunlight Choose a style of drawing suitable for the work e.g. realistic or impressionistic Show a greater emphasis to detail e.g. facial expression, folds on clothing etc.	
Printing	Use objects to create prints e.g. fruit, vegetables or sponges Press, roll, rub and stamp to make prints.	Use repeating or overlapping shapes Mimic prints from the environment – e.g. wallpapers		Use layers of 2 or more colours Replicate patterns observed in natural or built environments Make printing blocks e.g. from coiled string glued to a block Make precise repeating patterns		Build up layers of colours Create an accurate pattern showing fine detail		
Textiles	Explore simple needlework and weaving as part of fine motor skill development.	Use weaving to create a pattern Join materials using glue and/or stitch Use plaiting Use dip dying techniques		Shape and stitch materials Use basic cross stitch and back stitch Colour fabric Create weavings		Show precision in techniques Choose from a range of stitching techniques Combine previously learned techniques to create pieces		
Take inspiration from the greats	Experience pictures from artists that can inspire them.	Design the work of notable artists, artisans and designers Use some of the ideas of artists studied to create pieces		Replicate some of the techniques used by notable artists, artisans and designers. Create original pieces that are influenced by studies of others		Give details (including own sketches) about the style of some notable artists, artisans and designers. Create original pieces that show a range of influences and styles.		