

Knowledge, Skills and Understanding Progression maps

Art

EYFS			
	3 & 4-year-olds will be learning to:	Children in Reception will be learning to:	ELG
EYFS Expressive Art and Design	<p>Explore different materials freely, in order to develop their ideas about how to use them and what to make.</p> <p>Develop their own ideas and then decide which materials to use to express them.</p> <p>Join different materials and explore different textures.</p> <p>Create closed shapes with continuous lines, and begin to use these shapes to represent objects.</p> <p>Draw with increasing complexity and detail, such as representing a face with a circle and including details.</p> <p>Use drawing to represent ideas like movement or loud noises.</p> <p>Explore colour and colour mixing.</p> <p>Show different emotions in their drawings – happiness, sadness, fear etc.</p>	<p>Explore, use and refine a variety of artistic effects to express their ideas and feelings.</p> <p>Return to and build on their previous learning, refining ideas and developing their ability to represent them.</p> <p>Create collaboratively, sharing ideas, resources and skills.</p>	<p>Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.</p> <p>Share their creations, explaining the process they have used.</p> <p>Make use of props and materials when role playing characters in narratives and stories.</p>
Understanding the world			<p>Explore the natural world around them, making observations and drawing pictures of animals and plants.</p>
Physical Development	<p>Use large-muscle movements to wave flags and streamers, paint and make marks.</p>	<p>Develop their small motor skills so that they can use a range of</p>	<p>Hold a pencil effectively</p> <p>Use a range of small tools</p>

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	<p>Choose the right resources to carry out their own plan.</p> <p>Use one-handed tools and equipment, for example, making snips in paper with scissors.</p> <p>Use a comfortable grip with good control when holding pens and pencils.</p>	<p>tools competently, safely and confidently.</p>	<p>Begin to show accuracy and care when drawing</p>
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KS1			
	Drawing	Painting/Printing	Textiles

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Year 1	<p>Explore marks that can be made with a pencil</p> <p>Make observational drawings</p> <p>Look for and make different lines and shapes when doing simple observational drawings</p> <p>Shade using both a pencil and pastels</p>	<p>Print using a range of materials such as: corks, strings, leaves, fruit and vegetables experimenting with creating repeat pattern</p> <p>Mix primary and secondary colours knowing the difference between warm and cool colours</p> <p>Use a range of tools such as pipettes, string, sticks, sponges, rollers, fingers etc to apply paint and create different effects</p>	<p>Match and sort fabrics and threads for colour, texture, length, size and shape</p> <p>Create fabrics by weaving materials i.e. grass through twigs, carrier bags on a bike wheel</p>	
	3D/Sculpture	Collage	Use of IT	Knowledge
	<p>Use a moldable material to roll, pinch, coil and smooth</p> <p>Experiment with patterns using carving techniques</p> <p>Discuss and evaluate their own work</p>	<p>Begin to identify different forms of textiles</p> <p>Use a combination of materials that are cut, trimmed, torn, crumpled and glued</p> <p>Use language appropriate to skill and technique</p>	<p>Use a simple painting program to create a picture</p> <p>Use tools like fill and brushes in a painting package</p> <p>Be able to go back and change their picture</p>	<p>Study a range of artists, craft makers and designers</p> <p>Describe what can be seen and give an opinion about the work of an artist</p>
Year 2	Drawing	Painting/ Printing		Textiles
	<p>Use HB, B and 2B pencils</p> <p>Use HB, B and 2B pencils to</p>	<p>Create relief rubbings with a variety of tools and surfaces and evaluate the effect/patterns</p>		<p>Develop skills in stitching, cutting and joining</p> <p>Match the tool to the material</p>

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<p>experiment with tonal representation</p> <p>Use Charcoal</p>	<p>Experiment with paint and the tonal value of colour e.g adding one colour gradually to white</p> <p>Mix and match colours and predict outcomes</p>	<p>Colour fabric using natural dyes such as beetroot, tea, onion skins, berries</p>	
3D/Sculpture	Collage	Use of IT	Knowledge/Sketchbook
<p>Use clay & other mouldable materials using a coiling method</p> <p>Create a human figure sculpture by: bending wire/pipe cleaners into an appropriate shape and making legs, arms and a body using plasticine</p>	<p>Use different kinds of materials in their collage and explain why they have chosen them</p> <p>Use repeated patterns in their collage</p> <p>Continue to use language appropriate to skill and technique</p>	<p>Learn about animation by using flickbooks</p> <p>Make their own strips and books</p> <p>Use the internet to research artists and artists' work</p> <p>Take photos displaying different moods</p>	<p>Study a range of artists, craft makers and designers, describing the differences and similarities between the artwork</p> <p>Create a piece of work in response to another artists' work</p> <p>Set out their ideas using 'annotation' in their sketchbooks</p>
KS2			
Drawing	Painting Printing		Textile

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Year 3	<p>Represent tonal scale through light and shadows (link to Science)</p> <p>Experiment with representing texture in manmade and natural patterns (link to rocks)</p> <p>Show facial expressions in their drawings</p> <p>Use oil pastels as a drawing material</p> <p>Use a range of pencils to show different tone/texture</p>	<p>Select materials to create a desired textual effect using different colours (e.g. bark rubbing from a tree, sponge painting for clouds) creating mixed media collages exploring natural and manmade patterns</p> <p>Colour mix to create their own colour wheels</p> <p>Use different types of brushes and know why to use that particular brush</p>	<p>Use a variety of different techniques e.g. printing, weaving and stitching</p> <p>Decorate fabric with tie dye</p> <p>Use patterns from different times, places and cultures as a starting point for design</p>	
	3D/Sculpture	Collage	Use of IT	Knowledge/Sketchbook
	<p>Create Clay Cartouche - exploring mark making in Egyptian times</p> <p>Construct a simple clay base for extending and modelling other shapes</p> <p>Discuss and evaluate their own work and work of other sculptures</p>	<p>Cut accurately and overlap materials</p> <p>Experiment with different colours</p> <p>Use (paper) mosaic</p> <p>Use montage</p>	<p>Use printed images they take using a digital camera and combine them with other media to produce artwork</p> <p>Use the web to research an artist or style of art</p>	<p>Begin to explore a range of great artists, architects, and designers in history</p> <p>Understand the viewpoints of others by looking at images of people and understanding how they are feeling and what the artist is trying to express</p> <p>Explore work from other cultures</p> <p>Suggest improvement to their work by keeping notes in their sketchbooks</p>
	Drawing	Painting/ Printing		Textiles
	<p>Represent scale and proportion in observational drawings</p>	<p>Create monoprints using carbon paper or acetate and their own collagraph plate by layering cardboard, string and found objects</p>		<p>Develop skills in stitching, cutting and joining and show these skills in a project</p>

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Year 4	Observe and record symmetry in manmade and natural environments	Mix colours by colour matching and learn the difference between hue, saturation and tonal value of colour	Experiment with paste resist	
	Use ink as a drawing material	Print onto different materials		
	3D /Sculpture	Collage	Use of IT	Knowledge/Sketchbook
Design and make 3D jewellery (Anglo-Saxon link)	Use a range of media to create collages	Present a collection of their work on slide shows (Google slides)	Study the work of great artists, architects and designers in history	
Plan, design, make and adapt models	Use ceramic mosaic to produce a piece of art	Create a piece of artwork which includes the integration of digital images they have taken	Experiment with styles used by other artists	
Use a variety of materials	Begin to combine visual and tactile qualities	Combine graphics and text based on their research	Use their sketchbooks to adapt and improve their original ideas	
			Discuss and evaluate their own work and work of other sculptures	
Year 5	Drawing	Painting/ Printing		Textiles
	Show perspective through observational drawings and observe through drawings, photographs and	Block print using polystyrene tiles or lino printing to create repeat patterns		Use different grades of threads and needles
				Experiment with batik techniques

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	<p>paintings</p> <p>Apply perspective to their own work</p> <p>Start to select the materials suitable for a task</p> <p>Use a full range of B pencils</p> <p>Create their own abstract imagery using techniques to reflect personal expression</p>	<p>Combine prints and make connections, discussing and evaluating their own work and others</p> <p>Use colour for purpose and paint application including brush techniques to create textures, mood and expression</p>	<p>Work back into work and mix media</p>	
	3D / Sculpture	Collage	Use of IT	Knowledge/Sketchbook
	<p>Describe the different qualities involved in modelling, sculpture and construction</p> <p>Develop skills in using clay inc. slabs, coils, slips, etc.</p> <p>Plan a sculpture through drawing and other preparatory work</p>	<p>Use a range of media to create collages</p> <p>Make their own, inspired by the work of Beatriz Milhazes (link to Brazil) focusing on colour, patterns and shape</p>	<p>Present recorded visual images using software e.g. PowerPoint</p> <p>Import an image that they have taken</p> <p>Understand that a digital image is created by layering. (Chrome Canvas)</p>	<p>Experiment with different styles which artists have used</p> <p>Research the work of an artist and use their work to replicate a style</p> <p>Use their sketch books to compare and discuss ideas with others</p> <p>Evaluate and compare their work to others</p>
	Drawing	Painting/ Printing		Textiles
Year 6	<p>Draw using a range of different techniques (tone, texture, form, structure, proportion and scale) and</p>	<p>Explore printing techniques used by various artists</p> <p>Design a specific print for purpose using an artist for inspiration</p>		<p>Develop a range of stitches</p> <p>Use the computer to create designs and print</p>

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	<p>create accurate drawings from observation</p> <p>Self select materials which are suitable for a task</p> <p>Develop techniques for representing perspective in drawings</p> <p>Create abstract imagery to reflect symbolism, personal expression and experience</p>	<p>Use colour in abstract imagery to reflect symbolism, personal experience, moods and feelings justifying and explaining their choices.</p>		<p>onto fabric using transfer paper</p>
	3D / Sculpture	Collage	Use of IT	Knowledge/Sketchbook
	<p>Select the materials and techniques which are suitable for a task</p> <p>Use recycled, natural and manmade materials to create sculpture</p> <p>Create sculpture and constructions with increasing independence</p> <p>Create models on a range of scales</p>	<p>Justify the materials they have chosen</p> <p>Combine pattern, tone and shape</p> <p>Make a collaborative collage</p>	<p>Independently present visual images using software e.g. PowerPoint</p> <p>Use software packages to create pieces of digital art to design</p> <p>Create a piece of art that can be used as part of a wider presentation</p>	<p>Study the great artists, architects and designers in history</p> <p>Explain the style of art used and how it has been influenced by an artist</p> <p>Understand why art can be very abstract and what message the artist is trying to convey</p> <p>Combine graphics and text based research of commercial design, for example magazines etc., to influence the layout of their sketchbooks</p>