

Progression of Skills Document Art and Design

Key Skills	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Painting	Experiment with colour Know primary colours and use in work	Use thick and thin brushes Mix primary colours to make secondary	Add white to make tints and black to make tones Create colour wheels	Use a number of brush techniques: use thick and thin brushes to produce shapes, textures, patterns and lines Mix colours effectively	Use watercolours to produce washes for backgrounds then add detail Experiment with colour to create mood	Sketch lightly before painting to combine line and colour Create colour palette based on colours observed in the natural or built world Use watercolours and acrylics	Combine colours, tones and tints to enhance mood Create texture through brush techniques and paint qualities Develop a personal style of painting, drawing upon ideas from other artists
Collage	Experiment with texture Use cutting and sticking to create a simple collage	Use a combination of cut, torn and glued materials	Sort and arrange materials Mix materials to create texture	Select and arrange materials for a striking effect Ensure work is precise	Use coiling, overlapping, tessellation, mosaic and montage	Mix textures (rough, smooth, plain, patterned) Combine visual and tactile qualities	Use ceramic mosaic materials and techniques
Sculpture	Use playdough and clay to make shapes and forms	Use a combination of shapes Include lines and texture	Use rolled up paper, straws, paper, card and clay Use techniques: rolling, cutting, moulding and carving	Create and combine shapes to represent recognisable forms Include texture to convey feelings, expression or movement	Use clay and other mouldable materials Add materials to provide interesting details	Show life-like qualities and real life proportions Create abstract work to provoke different interpretations Use tools to carve and add shapes, textures, patterns	Combine visual and tactile qualities Use framework (eg wire or moulds) to provide stability and form

Drawing	Begin to show accuracy when drawing	Draw lines of different sizes and thicknesses Colour own work neatly following the lines	Show patterns and texture by adding dots and lines Show different tones by using coloured pencils	Use different pencil hardnesses and different charcoal effects to show line, tone and texture Annotate sketches to explain ideas	Sketch lightly (no rubbings out needed) Use shading to show light and shadow Use hatching and cross hatching to show tone and texture	Use a variety of techniques to add interesting effects (reflections, shadows, direction of sunlight) Show movement, perspective, shadows and reflection	Choose a style of drawing suitable for the work (eg realistic or impressionistic) Use lines to represent movement
Printing	Create simple patterns by using different objects and parts of the body (eg fingers, hands and feet) Enjoy making rubbings (eg leaf, bark, coins)	Use repeating or overlapping shapes Create own wallpapers	Use objects to create prints (eg fruits, vegetables or sponges) Rub and stamp to create prints	Use layers of two or more colours Replicate patterns from natural or built environments	Make printing blocks from coiled string glued to blocks Make precise, repeating patterns	Build up layers of colours Create an accurate pattern	Create an accurate pattern showing fine detail Use a range of visual elements to reflect the purpose of the work (eg bright colours for a bold piece of wallpaper or fabric)
Textiles	Decorate a piece of fabric Play with use a variety of textiles and fabric	Use weaving to create a pattern Join materials using glue and stitch	Use plaiting Use dip-dye techniques	Shape and stitch materials Use basic cross-stitch and back-stitch	Colour fabric Create weavings Quilt, pad and gather fabric	Show precision in techniques Choose from several stitching techniques	Choose from a range of stitching techniques Combine and experiment with previously learned skills to create a final piece
Art History – Inspiration from great artists	Be familiar with and talk about the work of a few chosen artists, looking at colours and shapes	Describe 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 other artists	Give details about the style of some notable artists, (including sketches in sketchbooks)	Show how the work of great artists was influential in society and to other artists Create original pieces that show a range of influences and styles

<p>Developing Ideas</p>	<p>Talk about the work created, looking at colours and shapes, likes and dislikes</p>	<p>Start to explore the effects of simple media and techniques eg use of different brush sizes, colour mixing, lines of different sizes</p>	<p>Explore the effects of pattern and texture, different tones and tints, create and use of a colour wheel</p>	<p>Use sketchbook to record ideas and observations, experiment with textures, lines, colours and patterns, brush techniques and different pencil hardnesses, develop representations of movement, feelings and movement Annotate sketches</p>	<p>Use sketchbook to record observations, experiment with colour to create mood, develop sketching skills, shading, hatching and cross-hatching, try out printing ideas and layouts, make notes about the work of famous artists. Annotate sketches</p>	<p>Use Sketchbook to record observations and review and revisit ideas, create colour palettes, experiment with textures, develop life-like qualities, experiment with reflection, shadows, movement and perspective, develop accurate printing patterns. Make sketches and annotations of the work of famous artists</p>	<p>Use Sketchbook to record and annotate observations and review and revisit ideas, experiment with different techniques, develop a personal style, drawing upon ideas of other artists, develop fine details for printing patterns, reflect on the purpose of the work created and how visual elements can show this.</p>
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