

<u>Art and design knowledge and skills</u> <u>progression</u>



	Nursery	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Drawing	*Draw with increasing control, representing features and detail clearly. *Make Christmas cards and decorations for friends and family using a range of media *Use available resources to create props to support role-play	*Give meaning to the marks that are made *Draw a range of plants and fruits *Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function	*Draw a recognisable object or shape using a pencil or crayon *Draw lines of different thicknesses *Show mood in a drawing such as happy, sad or angry Show something about yourself in a drawing *Use three different grades of drawing pencil (B, 2B, 6B) *Create different tones to show light and dark *Use pencil, charcoal and pastel *Create texture and pattern in a drawing		*Use different grades of pencil to show shade, tone and texture in a drawing *Show facial expressions in a drawing *Investigate a variety of lines, shapes, colours and texture to produce work on a theme *Use a sketchbook to explore an idea and explain why you have done it *Use greater detail and proportion when drawing objects and figures *Create mood and feeling by adding facial expressions and body language *Create a figure in motion using lines, tones and colour *Explain, through annotation in your sketchbook, why you have chosen a specific material to work with Create an image that shows reflection		work *Experiment with, a different materials for the purpose of t *Create sketches t emotion or sense of and imagination	to create texture te a 3D drawing motion using ty of lines, shapes, s to produce work n why you have oduce a final piece of and annotate, to find the best one he work o communicate f self with accuracy ture to create a 3D
Painting	*Know how colours can be mixed to make a new colour	*Use paints, pastels and other resources to create observational drawings *Share their creations, explaining the	*Choose and contro thicknesses of brus *Paint a picture of s see such as a scene *Name and use the secondary colours *Create mood and f *Mix primary colours	hes for painting something you can or people primary and èeling in a painting	*Accurately predict mixing colours *Create a colour wh primary and second correct place *Create a backgrou *Use a variety of pa create different effe *Identify and create	neel with the ary colours in the nd wash int brushes to ects and textures	*Be able to create a needed for a paintin *Use tone and tint to *Add a light source tint and tone *Create colour lade range *Create distance in colour ranges	ig to create 3D shape in a painting using ders to show tonal

		process they have used	*Mix colours and predict the outcome *Create different tints in paint by adding white *Create different tones of colour by adding black *Mix colours to make brown	painting *Create mood using colour and texture in a painting *Successfully use shading in a painting to create depth and mood *Use different types of paint such as gouache, acrylic and watercolours	*Explain what your own style of painting is *Use a wide range of techniques in your painting *Explain why you have chosen different techniques, choices of colour and methods of application *Investigate and explain why you have chosen the variety of lines, shapes, colours and textures to produce your final piece of work *Experiment with different materials to find the best one for the purpose of your work and then explain how you have applied them in your final artwork
3d modelling	*Learn about art and crafts from different cultures e.g. Rangoli patterns and divas are from India and Christmas is celebrated by Christians all around the world.	*Learn the names of different tools and techniques that can be used to create Art *Share their creations, explaining the process they have used	*Add texture by using tools *Make different kinds of shapes *Cut, roll and coil materials such as dough or plasticine *Build a simple model using more than two materials *Make a clay pot *Build a simple model from a range of materials	*Add detail, texture and pattern onto a model *Make a pop up model *Work with life sized materials *Experiment with and combine materials and processes to design and make a 3D form *Begin to sculpt clay and other malleable materials	*Experiment with and combine different materials and methods in designing 3D projects *Sculpt clay and malleable materials into a design for a project *Add texture and detail to your model *Create a range of models using different materials and scales *Include both visual and tactile elements in your model *Explain why you have chosen both the materials and methods in creating your model
Textiles	*Begin to be interested in and describe the texture of things *Know how different colours and materials can be used to create	*Share their creations, explaining the process they have used	*Know the difference between thread and textiles *Group fabric and thread by colour and texture *Weave with fabric and thread *Create a repeating pattern *Join different fabrics together using glue	*Join fabric together *Add other materials such as padding and buttons to your sewing *Use more than one stitch type *Use your textile and sewing skills as part of a project *Experiment with and combine different materials in a project	*Experiment with and combine different materials in designing a project *Use your textile and sewing skills as part of a project *Do a broad range of stitches including running stitch, cross stitch, back stitch, applique and embroidery *Create work that is open to

	things		*Sew fabrics together		interpretation by the audience *Create a final project which showcases your skills in sewing and textiles such as stitch choice and materials used
Artists	*Know that certain art types belong to different cultures. E.g. Africa	*Know that people from different countries may have different traditions	*Describe what a piece of artwork looks like *Look at the work of artists, designers and architects and say what you like or dislike about it *Ask sensible questions about a piece of artwork *Discuss how an artist has used colour within a picture *Create a piece of work in response to an artist, designer or architect *Understand the difference between traditional and contemporary artists	*Explore works from different cultures *Explore works from different periods of time *Understand how an artist is trying to express different feelings and emotions in their work and how they are trying to communicate a message to the audience *Experiment with different styles that artists have used *Recognise and explain art from different periods of time	*Experiment with different styles within your own work, used by artists *Investigate and learn about artists, designers and architects through research and educational visits *Explain your own style and quality of artwork *Explain the influences of your artwork