Art and design knowledge and skills progression

|  | Nursery | Reception | Year $1 \quad$ Year 2 | Year $3 \quad$ Year 4 | Year $5 \quad$ Year 6 |
| :---: | :---: | :---: | :---: | :---: | :---: |
| Drawing | *Draw with increasing control, representing features and detail clearly. <br> *Make Christmas cards and decorations for friends and family using a range of media <br> *Use available resources to create props to support role-play | *Give meaning to the marks that are made <br> *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 <br> *Draw lines of different thicknesses <br> *Show mood in a drawing such as happy, sad or angry <br> Show something about yourself in a drawing <br> *Use three different grades of drawing pencil (B, 2B, 6B) <br> *Create different tones to show light and dark <br> *Use pencil, charcoal and pastel <br> *Create texture and pattern in a drawing | *Use different grades of pencil to show shade, tone and texture in a drawing <br> *Show facial expressions in a drawing <br> *Investigate a variety of lines, shapes, colours and texture to produce work on a theme <br> *Use a sketchbook to explore an idea and explain why you have done it <br> *Use greater detail and proportion when drawing objects and figures <br> *Create mood and feeling by adding facial expressions and body language <br> *Create a figure in motion using lines, tones and colour <br> *Explain, through annotation in your sketchbook, why you have chosen a specific material to work with Create an image that shows reflection | *Identify and draw simple objects and use marks and lines to create texture <br> *Use shade to create a 3D drawing <br> *Create a figure in motion using drawing techniques <br> *Investigate a variety of lines, shapes, colours and textures to produce work on a theme. *Explain why you have chosen these to produce a final piece of work <br> *Experiment with, and annotate, different materials to find the best one for the purpose of the work <br> *Create sketches to communicate emotion or sense of self with accuracy and imagination <br> *Use shade and texture to create a 3D scene with perspective |
| 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 control different thicknesses of brushes for painting <br> *Paint a picture of something you can see such as a scene or people *Name and use the primary and secondary colours <br> *Create mood and feeling in a painting <br> *Mix primary colours to create secondary colours | *Accurately predict the outcome of mixing colours <br> ${ }^{*}$ Create a colour wheel with the primary and secondary colours in the correct place <br> *Create a background wash <br> * Use a variety of paint brushes to create different effects and textures <br> *Identify and create the colours for a | *Be able to create all the colours needed for a painting <br> *Use tone and tint to create 3D shape <br> *Add a light source in a painting using tint and tone <br> ${ }^{*}$ Create colour ladders to show tonal range <br> ${ }^{*}$ Create distance in a painting using colour ranges |


|  |  | process they have used | *Mix colours and predict the outcome <br> *Create different tints in paint by adding white <br> *Create different tones of colour by adding black <br> *Mix colours to make brown | painting <br> *Create mood using colour and texture in a painting <br> *Successfully use shading in a painting to create depth and mood <br> *Use different types of paint such as govache, acrylic and watercolours | *Explain what your own style of painting is <br> *Use a wide range of techniques in your painting <br> *Explain why you have chosen different techniques, choices of colour and methods of application <br> *Investigate and explain why you have chosen the variety of lines, shapes, colours and textures to produce your final piece of work <br> *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 <br> *Share their creations, explaining the process they have used | *Add texture by using tools <br> *Make different kinds of shapes <br> *Cut, roll and coil materials such as dough or plasticine <br> *Build a simple model using more than two materials <br> *Make a clay pot <br> *Build a simple model from a range of materials | *Add detail, texture and pattern onto a model <br> *Make a pop up model <br> *Work with life sized materials <br> *Experiment with and combine materials and processes to design and make a 3D form <br> *Begin to sculpt clay and other malleable materials | *Experiment with and combine different materials and methods in designing 3D projects <br> *Sculpt clay and malleable materials into a design for a project <br> *Add texture and detail to your model <br> *Create a range of models using different materials and scales <br> *Include both visual and tactile elements in your model <br> *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 <br> *Group fabric and thread by colour and texture <br> *Weave with fabric and thread <br> *Create a repeating pattern <br> *Join different fabrics together using glue | *Join fabric together <br> *Add other materials such as padding and buttons to your sewing <br> *Use more than one stitch type <br> *Use your textile and sewing skills as part of a project <br> *Experiment with and combine different materials in a project | *Experiment with and combine different materials in designing a project <br> *Use your textile and sewing skills as part of a project <br> *Do a broad range of stitches including running stitch, cross stitch, back stitch, applique and embroidery <br> *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 <br> *Look at the work of artists, designers and architects and say what you like or dislike about it <br> *Ask sensible questions about a piece of artwork <br> *Discuss how an artist has used colour within a picture <br> *Create a piece of work in response to an artist, designer or architect <br> *Understand the difference between traditional and contemporary artists | *Explore works from different cultures <br> *Explore works from different periods of time <br> *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 <br> *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 <br> *Explain the influences of your artwork |

