

Progression of Skills – Art

	FS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Drawing e.g. crayons, pastels, felt tips, charcoal, pen, chalk.	• Enjoy using graphic tools, fingers, hands, chalk, pens and pencils. • Use and begin to control a range of media. • Draw on different surfaces and coloured paper. • Produce lines of different thickness and tone using a pencil. Start to produce different patterns and textures from observations, imagination and illustrations.	• Experiment with a variety of media. • Begin to control the types of marks made with the range of media. • Draw on different surfaces with a range of media. • Draw lines/marks from observations. • Develop a range of tone using a pencil and use a variety of drawing techniques such as: hatching, scribbling, stippling, and blending to create light/ dark lines.		• Develop intricate patterns/ marks with a variety of media. • Demonstrate experience and control in different grades of pencil and other implements to draw different forms and shapes and achieve variation in tone. • Begin to show consideration in the choice of pencil grade they use. • Begin to understand how to develop drawings featuring the third dimension and perspective. • Include in their drawing a range of technique and begin to understand why they best suit.		• Have opportunities to develop further simple perspective in their work using a single focal point and horizon. • Begin to develop an awareness of composition, scale and proportion in their paintings. • Use drawing techniques to work from a variety of sources including observation, photographs and digital images. • Develop close observation skills using a variety of view finders. • Develop their own style using tonal contrast and mixed media.	
Painting	• Recognise and name the primary colours being used. • Mix and match colours to different artefacts and objects.		• Name the primary colours and start to mix a range of secondary colours, moving towards predicting resulting colours. • Understand how to make tints		• Use light and dark and begin to explore complimentary colours. • Mix colour, shades and tones with increasing confidence.		• . Mix and match colours to create atmosphere and light effects. • Mix colour, shades and tones with confidence building on previous knowledge.

			using white and tones by adding black to make darker and lighter shades. • Build confidence in mixing colour shades and tones. • Be able to mix all the secondary colours using primary colours confidently.		• Understand the colour wheel and colour spectrums.		• Start to develop their own style using tonal contrast and mixed media.
Printing	• Enjoy taking rubbings: leaf, brick, coin. • Develop simple patterns by using objects. • Enjoy using stencils to create a picture.	• Explore printing simple pictures with a range of hard and soft materials e.g. cork, pen barrels, sponge. • Experience impressed printing: e.g. printing from objects. • Explore printing in relief: e.g. String and card. • Take simple prints i.e. mono printing. • Experiment with overprinting motifs and colour.		• Increase awareness of mono and relief printing. • Demonstrate experience in fabric printing. • Develop experience in 3 colour printing. • Demonstrate experience in combining prints taken from different objects to produce an end piece.		• Start to overlay prints with other media. • Show experience in a range of mono print techniques. • Demonstrate experience in a range of printmaking techniques.	
Sewing	• Weave with a variety of materials. • Compare textures of materials to weave with.		• Thread a needle. • Learn how to secure a thread. • Experiment and explore using running stitch.		• Draw round a template. • Join two materials using a stitch. • Understand purposes of sewing e.g.		• Use a combination of running stitch, over stitch and cross stitch. Introduce back stitch

					embroidery is different to stitching on clothes. • Develop use of running stitch. • Experiment and explore using cross stitch and over sew stitch.		and blanket stitch • Design and make a decorative piece which displays different stitch types.
Modelling with Malleable materials	Enjoy using a variety of malleable media such as play doh, papier mache, salt dough. • Impress to apply simple decoration.	• Begin to show an awareness of objects having a third dimension and perspective. • Experiment in a variety of malleable media such as clay, papier-mache, salt dough, modroc. • Shape and model materials for a purpose (e.g. a pot, tile) from observation and imagination. • Manipulate malleable materials in a variety of ways including rolling, pinching and kneading.		• Produce more intricate surface patterns/ textures and use them when appropriate. • Construct a simple base for extending and modelling other shapes. • Produce larger ware using pinch/ slab/ coil techniques. • Explore carving as a technique to show detail. • Make a slip to join to pieces of clay.		• Model over an armature: newspaper frame for modroc. • Show experience in combining pinch, slabbing and coiling to produce end pieces. • Develop understanding of different ways of finishing work: glaze, paint, polish	
Modelling with Pre-formed materials	• Reflect on how to join materials e.g. whether to use PVA, sticky tape etc.		• Link materials • Explore which materials join easily.		• Design and construct a model choosing materials appropriately.		• Adjust ideas based on outcomes as they develop.

	• Select materials with an end context in mind. •		• Learn about properties of materials to know if they are suitable for purpose. • Think about sizing, shape, strength of material when choosing preformed.		• Design with context in mind e.g. interior or exterior. • Join materials securely. • Explore how models can be relief or free standing.		• Join materials in a range of ways. • Develop an understanding of relief and free standing sculpture. • Opportunities to design, make and contrast both relief and free standing.
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