

Art and Design Progression Document

Nurse	ery Exit Goals - Expressive Arts and Design and Physical Develop	ment
Nursery 1	Nursery 2	Reception
 Experiment with colours and marks Shows control in holding tools, books and mark-making tools. Beginning to use three fingers to hold writing tools. Imitates drawing simple shapes such as circles and lines. May be beginning to show preference for dominant hand. 	 Explores colour and how colour can be changed Understand that they use lines to enclose a space and then begin to use these spaces to represent shapes Uses Various construction materials Beginning to be interested in and describing the texture of things Draws lines and circles using gross motor movements. Uses one handed tools and equipment e.g. Makes snips in paper with child scissors. Holds pencil between thumb and two fingers, no longer using whole-hand grasp. Holds pencil near point between first two fingers and thumb and uses it with control. Can copy some letters e.g. Some letters from their name. 	 Explores what happens when they mix colours Experiments to create different textures, forms and functions Understands that different media can be combined to create new effects Manipulates materials to achieve planned effect Represent their own ideas through art Shows increasing control over an object in pushing, patting, throwing, catching or kicking it. Uses simple tools to effect changes to materials. Handles, objects, tools, construction materials safely and with increasing control. Shows a preference for a dominant hand. Begins to use anticlockwise movement and retrace vertical lines. Begins to form recognisable letters. Uses a pencil and holds it effectively to from recognisable letters, most of which are correctly formed.
Re	ception EARLY LEARNING GOALS Including Development Matte	rs

- > They safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function
- Create simple representations of events, people and objects
- > Chooses particular colours to use for a purpose
- > Children use what they have learnt about media and materials in original ways, thinking about uses and purposes.
- > They represent their own ideas, thoughts and feelings through art.
- ➤ Hold a pencil effectively
- > Use a range of small tools e.g. scissors paint brushes, cutlery
- Begin to show accuracy and care when drawing
- > Explore the natural world around them, making observations and drawing pictures of animals and plants
- Know some similarities and differences between the natural world around them and contrasting environments, drawing on their experiences
- Understand some important processes and changes in the natural world around them, including the seasons and represent these through Art.

- > Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function
- > Share their creations explaining the processes they have used
- > Explore and represent patterns in Art and Design
- > Be confident to try new activities and show independence, resilience and perseverance in the face of challenge
 - Listen attentively and respond to what they hear with relevant questions, comments and actions in whole class discussions and small group interactions about Art
 - Make comments about Art from what they have heard and ask questions to clarify understanding
 - o Hold conversation about Art when engaged in back and forth exchanges with their teachers and peers

KEY STAGE ONE

Pupils should be taught:

- > to use a range of materials creatively to design and make products
- > to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination
- > to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space
- > about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work

KEY STAGE TWO

Pupils should be taught to develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.

Pupils should be taught:

- > to create sketch books to record their observations and use them to review and revisit ideas
- to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]
- about great artists, architects and designers in history.

		KNOWLEDGE, SKILLS AND UNDERSTAND	ING BREAKDOWN FOR ART
	YEAR 1	YEAR 2 YEAR 3	YEAR 4 YEAR 5 YEAR 6
DRAWING	 Exploring mark making Using 2D mathematical shapes to draw Drawing using pencils and crayons? Experimenting with lines of different shapes and thickness. Using different grades of pencils 	 Exploring drawing techniques Developing skill and control with art materials Using different grades of pencils in their drawings Using pencils and blending pastels Applying tone to create form Creating different tones using light and dark? Showing patterns and texture in their drawings Identifying and representing subject matter Using geometry and tonal shading Drawing from observation Using different grades of pencil shades, to show tones and textures 	 Creating geometric and mathematical drawings Still life drawing with tone Identifying and drawing simple objects, and use marks and lines to produce texture Organising lines, tones, shapes and colours to represent figures and forms in movement Showing simple reflections Drawing from observation Drawing using the continuous line method Using 2D drawings to develop ideas for 3D work Drawing from different perspectives Creating detailed portraits using light and shadow Developing the continuous line technique Drawing from observation Developing and using settching methods Developing still life drawing using charcoal Drawing using methods Developing still life drawing using charcoal Drawing using a negative medium, identifying areas of light and dark

		• Showing reflections	They can draw pictures with perspective

	KNOWLEDGE,			DING BREAKDOWN FOR	ART	
	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6
COLOUR & PAINTING	 Identifying the primary and secondary colours? Mixing primary colours to create secondary colours Developing skill and control with painting 	 Mixing, refining and applying more sophisticated colours Making tint by adding white Making tones by adding black Improving painting skills Choosing to use thin or thick brushes as appropriate Developing skill and control when painting 	 Making own paint from natural pigments Creating tints and shades Predict with accuracy the colour that they mix? identifying where the primary and secondary colours sit on a colour wheel? Producing a background using a wash Developing ability to control the tonal quality of paint Using a range of brushes to create different effects 	 Developing technical mastery of colour skills Developing technical mastery of painting skills Using a range of different strokes and shades 	 Developing technical mastery of colour skills Further improving skill and control when painting Using a range of different strokes and shades 	 Developing colour mixing Developing tonal shading with colour Painting using colour in an artistic style Further improving skill and control when painting Using a wide range of techniques in their work Creating tonal paintings Creating digital art using photography to create abstract and self-portrait pieces

		KNOWLEDGE,	SKILLS AND UNDERSTAN	DING BREAKDOWN FOR	ART	
	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6
PRINTING	 Using a range of materials and print making techniques Printing with a variety of items Clay etching to create a design 2D Printing 	 Use 3D clay to create 2D printed patterns Making a simple printing block Creating a repeated print Creating a print inspired by an artist / craft maker / designer 	 Continuing to develop printing skills Continuing to develop printing designs Design a printing block and use it to create a print influenced by an artist/craft maker/print maker Making a 2 colour print Identify print pattern in their environment 	 Printing using different materials Printing using at least four colours Creating an accurate print design Learning how to present and display works of print Showing creativity in own choices of materials and composition 	 Using recycled materials within mixed media art Printing using a number of colours Creating an accurate print design that meets a given criterion Selecting materials used for a given purpose 	 Using polyprint tiles to create repeating printed patterns Over printing using different colours Creating 3D structural forms to produce a print Carefully choosing and observing the materials used and making decisions about the effectiveness of their printing methods Creating digital art using photography to create abstract and self-portrait pieces

		KNOWLEDGE, S	SKILLS AND UNDERSTAN	DING BREAKDOWN FOR	ART	
	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6
TEXTILES	 Creating textured pieces Weaving with fabric and thread Creating cords and plaits for decoration 	 Using a range of materials to design and make products Craft weaving Joining fabrics Creating a part of a class textile freeze 	 Using a range of methods and materials to create puppets Weaving using paper and other materials Sewing using types of stitch to join and create detail Tie dying 	 Making designs from recycled material Using textile and sewing skills as part of a project Showing creativity in choices of material 	 Selecting material for a given purpose Experimenting with tie dye: batik techniques Developing textile and sewing skills as part of a project Developing running stitch, cross stitch or backstitch 	 Continue to develop own textile designs Continue to develop stitching techniques Include both visual and tactile elements in their work Continue to develop tie dying techniques for own designs
3D sculpting	 Experiment with constructing and joining recycled, natural and manmade materials Cutting, rolling and coiling mouldable materials Etching designs into clay Adding texture by using tools Making a variety of shapes and structures 	 Creating and using designs in 3D clay for 2D printing Moulding clay to achieve a specific outcome Creating texture by adding line and shape to their work Using simple 2-D shapes to create a 3-D sculptural form Manipulating malleable materials: rolling and kneading 	 Further developing of 3D sculpting skills Adding own designs to create texture Creating a simple 3D Papier Mache object Joining clay together using a range of techniques 	 Making art sculptures from recycled materials Using Papier Mache to create a 3D object Can they begin to sculpt clay and other mouldable materials? Do they experiment with and combine materials and processes to design and make 3D form? 	 Using recycled materials within mixed media art Experimenting with and combining materials and processes to design and make 3D form Sculpting clay and other mouldable materials Can they plan a sculpture through drawing and other preparatory work? 	 Expressing an idea or emotion through 3D clay sculpture Creating 3D sculpture forms from a purpose Creating models on a range of scales? Design a sculpture through 2D and 3d drawing and other preparatory work

		KNOWLEDGE,	SKILLS AND UNDERSTAN	DING BREAKDOWN FOR	ART	
	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6
COLLAGE	Gathering and sort materials they will need Sorting materials according to texture and colour?	 Selecting, sorting, cutting and tearing paper and card for their collages Creating individual and group collages Using different kinds of materials on their collage and explain why they have chosen them Repeating patterns in their collage 	 Accurately cutting Overlapping materials Experimenting using different colours Using mosaic techniques Use montage techniques 	 Creating own design, textures, colour and patterns Using mosaic to produce a pattern Combining visual and tactile qualities 	 Using ceramic mosaic to produce a piece of art Combining visual and tactile qualities to express mood and emotion 	 Creating photomontages focusing on composition Creating digital art using photography to create abstract and self-portrait pieces Justify materials they have chosen Combining pattern, tone and shape

	KNOWLEDGE,			DING BREAKDOWN FOR	ART	
	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6
SKETCH BOOKS & INSPIRATION FROM OTHERS	 Teacher led idea modelling through discussion Whole class large sketchbook to be used to record thoughts, ideas, examples of materials used. Photographs of work in progress Evidence of completed pieces (actual piece or photographic (1 piece each - HA, MA, LA and SEN) Generate ideas by looking at other artist's work linked to the art topic 	 Teacher led idea modelling through discussion and sketching Whole class large sketchbook to be used to record thoughts, ideas, examples of materials used. Photographs of work in progress Evidence of completed pieces (actual piece or photographic (1 piece each - HA, MA, LA and SEN) Develop original artwork from other sources Studying natural forms in the world around them 	 Using sketchbooks to generate ideas and observations Expressing thoughts, feelings and observations in sketchbooks (likes and dislikes) Making records of experiments with various materials and tools. Making notes in their sketchbooks about techniques used by an artist with an image Express original thoughts and ideas about the art of others Evidence of completed pieces (actual piece or photographic 	 Using sketchbooks for planning original ideas and refining those ideas Keeping notes about the purpose of their work in the sketch books linked to an artist or literary source. Recording ideas for materials and composition Developing skill and technique using various media Evidence of completed pieces (actual piece or photographic 	 Using sketchbooks for planning original ideas and refining those ideas Keeping notes about the purpose of their work in the sketch books linked to an artist or literary source. Working with others to explore ideas for meeting a design brief Developing and discussing ideas through sketches Enhancing knowledge of skill and technique using various media Using the work of artists to explore own ideas Expressing ideas and feelings about familiar products Keeping notes in their sketch books about how they might develop their work Evidence of completed pieces (actual piece or photographic 	 Using sketchbooks for planning original ideas and refining those ideas Keeping notes about the purpose of their work in the sketch books linked to an artist or literary source. Develop and discuss ideas through sketches Record ideas, experiments and techniques of use of different media including those that were unsuccessful or unused in final outcome. Suggest reasons likes and dislikes of media trialled. Learning about ways artists represent their ideas through painting Develop own personal, imaginative responses to a theme Evidence of completed pieces (actual piece or photographic

	KNOWLEDGE, SKILLS AND UNDERSTAN	DING BREAKDOWN FOR ART	
YEAR 1	YEAR 2 YEAR 3	YEAR 4 YEAR 5	YEAR 6
Using a simple painting program to create a picture Using tools in a painting package Use an IPad or simple digital camera to take an image of interest Share ideas and feelings about the images USE OF ICT USING tools in a painting package Use an IPad or simple digital camera to take an image of interest Share ideas and feelings about the images	 Creating a picture independently Using simple ICT mark-making tools e.g. brush and pen tools Editing their own work Using a simple digital camera or IPad to take an image of interest Share ideas and feelings and make decisions about how to use them. Using the printed images, they take with a digital camera and combine them with other media to produce artwork Using ICT programs to create a piece of work that includes their own work and that of others (using the web) Reflect on images and incorporate them into sketchbook and designs 	 Creating a piece of art work which includes the integration of digital images they have taken Combine graphics and text based on their research Express opinions on images, make changes and justify reasons for changes Creating pieces of artwork which includes the integration of digital images they have taken Combining graphics and text based on their research Taking digital photos and using software to later them, adapt them and create work with meaning Creating digital images with animation, video and sound to communicate their ideas Making reflections on own and group work and suggest improvements 	 Using software packages to create pieces of digital art to design Creating a piece of art which can be used as part of a wider presentation

	KNOWLEDGE, SKILLS AND UNDERSTANDING BREAKDOWN FOR ART						
	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6	
KNOWLEDGE	 Can they describe what they can see and like in the work of another artist / craft maker/ designer? Can they ask sensible questions about a piece of art? Can they say what they like and dislike about a piece of work? 	 Can they link colours to natural and man-made objects? Can they say how other artist / craft makers / designers have used colour, pattern and shape? Can they create a piece of work in response to another artist's work? Can they talk about likes and dislikes in relation to their own work and others? 	 Can they compare the work of different artists? Can they explore work from other cultures? Can they explore artwork linked to their topic? Are they beginning to understand the viewpoints of others by looking at images of people and understand how they are feeling and what the artist is trying to express in their work? 	 Can they experiment with different styles which artists have used? Can they explain art linked to their topic? 	 Can they experiment with different styles which artists have used? Do they learn about the work of others by looking at their work in books, the internet, visit galleries and other sources of information? 	 Can they make a record about the styles and qualities in their work? Can they say what their work is influenced by? Can they include technical aspects in their work, e.g. architectural design? 	

	KNOWLEDGE, SKILLS AND UNDERSTANDING BREAKDOWN FOR ART						
	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6	
CREATING ORIGINAL ARTWORK	 Exploring ideas through practical activities Creating original patterns and designs 	 Working instinctively with clay to create unique designs Representing themselves through art Creating art on themes of personal interest 	 Representing themselves and their family through their art Controlling materials to achieve a desired effect 	 Expressing thoughts and feelings through tactile creation of their own work Manipulating composition and materials to achieve a desired effect Representing ideas from multiple viewpoints and perspectives 	 Designing new architectural forms to satisfy their own ideas and inventions Designing and inventing new products Linking artwork to literary sources Creating ideas for inventions for a purpose 	 Expressing ideas about art through messages, graphics, text and images Producing personal interpretations of cherished objects Expressing their own ideas and feelings through pattern Creating imaginative 3D forms to convey meaning 	

The Formal elements are embedded throughout the whole art curriculum and are used in all areas

		KNOWLEDGE,	SKILLS AND UNDERSTAND	DING BREAKDOWN FOR	ART	
	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6
FORMAL ELEMENTS COLOUR	 Learning the names of the primary colours and that they can be mixed to make secondary colours Creating and describing different shades of one colour using paint Choosing and justifying appropriate colours to reflect a theme and purpose 	 Developing their knowledge of mixing primary colours to create secondary colours (paint and pastels) Describing their use of colour to achieve a specified intention 	 Experimenting with and discussing the pigments in natural products to make different coloured paints Increasing awareness of manipulating paint to achieve more accurate colours and shades Articulating their understanding of application of colour to paint sculptural forms 	 Analysing and describing the use of colour within artists' work Manipulating colour and pattern to create prints Describing how great artists mixed and applied paint 	Defining and using more complex colours selecting and mixing colours to depict own thoughts, feelings and intentions	Selecting colours to accurately reflect objects in a still life composition • Expressing feelings, emotions and events through colour mixing • Recreating colours used by impressionist painters
FORMAL ELEMENTS FORM AND SPACE	 Learning about form and space through 3D sculptures inspired by nature and animals Developing language and understanding of form and space through whole class sculpture 	 Extending their ability to articulate 3D form and space through practical activities. Creating 3D drawings 	Developing ability to describe and model form in 3D using a range of materials.	 Analysing and describing the use of form within artists' work Further extending their ability to describe and model form and space in 3D using a range of materials. 	 Make progress in their ability to describe and model form and space in 3D using a range of materials. 	 Conveying, expressing and articulating a message or emotion through 3D sculpture Analysing and evaluating an artists' use of form

FORMAL ELEMENTS LINE	 Using and expressing line to represent a landscape and water Learning the vocabulary to describe different types of lines: vertical, horizontal, crosshatched, wavy Experimenting with line 	 Creating portraits by controlling and defining their use of line for expression. Drawing lines with increased skill, awareness and control 	Expressing line in different ways to express geometric and organic forms	Analysing and describing the use of line within artists' work • Using knowledge of lines of symmetry to help draw accurate shapes	Extending and expressing drawings using a developing understanding of line	 Articulating their deepening knowledge of line to create portraits Developing continuous line drawing, developing control, expression, shape, form and detail Adapting the techniques of other artists to create abstract drawings
FORMAL ELEMENTS PATTERN	Understanding patterns in nature from observation • Making patterns in a range of materials to develop their understanding • Designing and creating own patterns	 Creating a pattern of their choosing Identifying and relating manmade and natural repeating patterns Learning a range of techniques to express their knowledge of repeating and nonrepeating pattern 	Constructing patterns through craft methods to further their knowledge and understanding	 Analysing and describing the use of pattern within artists' work Creating original outcomes through the use of colour and pattern, using geometric, repeating and symmetrical patterns 	Constructing images through various methods to further their knowledge and understanding	 Using knowledge and understanding of patterns to represent feelings and emotions Extending and articulating their knowledge of pattern from multiple sources to create sophisticated original artwork
FORMAL ELEMENTS SHAPE	 Creating abstract compositions using various shapes Identifying, making and describing their 	Composing geometric designs by adapting and synthesising the work of others	 Identifying 2D shapes within images and objects Identifying, drawing and labelling simple shapes found in everyday objects 	 Analysing and describing the use of shape within artists' work Expressing geometric compositions using 	 Composing original designs by adapting and synthesising the work of others Analysing and evaluating an artists' use of shape 	• Sketching the key shapes objects from different angles when drawing still life • Imitating the techniques of other artists, they use

	use of shape for print		 Creating and forming shapes from 3D materials 	mathematical shapes		simplified shapes and lines to create more abstract drawings
FORMAL ELEMENTS TEXTURE	 Selecting, describing and using appropriate materials to create different textures 	 Identifying and describing different textures Selecting and using appropriate materials to create textures 	 Analysing and describing the use of texture within artists' work 	Using a range of materials to express more complex textures	 Developing knowledge and understanding of texture through practical making activities 	 Understand how artists manipulate materials to create texture in a range of artwork.
FORMAL ELEMENTS TONE	Learning that tone refers to the lightness or darkness of something • Developing understanding of use of different tints and shades to create simple tone in their work	Experimenting with pencils to create more complex tones - learning that different ways of holding a pencil affects the tone created • Using tone to create 3D form when drawing	 Applying and blending charcoal to create more sophisticated areas of tone Learning and applying four simple rules of shading Developing skill and control when using tone. 	 Analysing and describing the use of tone within artists' work Using a variety of tones to achieve different effects Understanding of tone to create a 3D effect 	 Developing an increasing sophistication in the use of tone to describe objects when drawing from observation Analysing and evaluating an artists' use of tone 	 Deliberately manipulating tone to portray emotions - using 'halo' and 'chiaroscuro' techniques Increasing awareness of how to use tone to describe light and shade, contrast and shadow