Knowledge and Skills Progression Document

Art

	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Understanding the work of artists	**Exploring and using media and materials** 40-60 months Explores what happens when they mix colours. Experiments to create different textures. Understands that different media can be combined to create new effects. Manipulates materials to achieve a planned effect. Constructs with a purpose in mind, using a variety of resources. Uses simple tools and techniques competently and appropriately. Selects appropriate resources and adapts work where necessary. Selects tools and techniques needed to shape, assemble and join materials they are using. ELG Exploring and using media and materials	Study the work of a range of great artists, craft makers and designers and understand the historical and cultural development of their art forms.	Evaluate and analyse creative works using the language of art, craft and design.	Evaluate and analyse creative works using the language of art, craft and design. Explore the work of a range of great artists, architects and designers.	Explore the work of a range of great artists, architects and designers and understand the historical and cultural development of their art forms Evaluate and analyse creative works using the language of art, craft and design.	Explore the work of a range of great artists, architects and designers and understand the historical and cultural development of their art forms. Evaluate and analyse creative works using the language of art, craft and design. Use the work of great artists, architects and designers as a starting point when producing their own work.	Explore the work of a range of great artists, architects and designers and understand the historical and cultural development of their art forms. Evaluate and analyse creative works using the language of art, craft and design. Describe how the work of great artists, architects and designers has informed their own work.

	They safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. **ELG Being imaginative** 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 design and technology, art, music, dance, role play and stories.						
Exploring and evaluating ideas		Record and explore ideas from first hand observations Ask and answer questions about starting points for their work	Develop and share their ideas, try things out and make changes. Describe the differences and similarities between different practices and disciplines, and making links to their own work. Think critically about their art and design work.	Create sketch books to record their observations and use them to review and revisit ideas. Record and explore ideas from first hand observations, experience and imagination and ideas for different purposes	Question and make thoughtful observations about starting points and select ideas for use in their work, recording and annotating in sketchbooks. Think critically about their art and design work.	Create sketch books to record their observations, develop their ideas and use to review and revisit ideas. Record and explore ideas from first hand observations, experience and imagination and ideas for different purposes Think critically about their art and design work.	Question and make thoughtful observations about starting points and select ideas for use in their work, edit and refine ideas, recording starting points and development and annotating in sketchbooks. Think critically about their art and design work, respond to feedback and make adaptations.

Drawing		Experiment with and control marks made with different media: pencils, rubbers, crayons, pastels, felt tips, charcoal, ballpoints, chalks. Draw lines and shapes from observations using different surfaces	Produce lines of varying thickness lines and shapes in drawing Investigate tone by drawing light/dark lines, patterns and shapes Investigate pattern and texture by describing, making rubbings and copying patterns and textures	Draw for a sustained periods of time. Use a sketchbook to collect and develop ideas from a range of sources Experiment with marks and lines with a wide range of implements e.g. charcoal, chalk, pencil, crayon, pens etc.	Use a sketchbook to collect and develop ideas from a range of sources, commenting on which works are successful and why. Experiment with different grades of pencil to achieve varied tone Create texture and pattern in drawing with a range of implements.	Work on sustained, independent, detailed drawings. Develop close observational skills Use a sketchbook to collect and develop ideas. Experiment with wet or dry media to make different marks, lines, patterns, textures and shapes within a drawing.	Use different techniques for different purposes i.e. shading, cross-hatching, blending. Develop drawing using tonal contrast and mixed media. Begin to use simple perspective in their work i.e. by using single focal point on horizon begin to develop an awareness of composition, scale and proportion i.e. foreground, middle ground, background.
Painting		Use a variety of tools and techniques i.e. brush sizes and types Name and mix primary colours Mix colours and match colours to artefacts and objects Work on different scales	Experiment with tools and techniques e.g. layering, mixing Name and mix primary colours, shades and tones Create textured paint by adding material, i.e. sand or plaster	Experiment with different effects and textures including blocking in colour, washes, thickened paint creating textural effects, adding depth and distance. Create different effects and textures with paint	Create different effects and textures with paint, be able to give reasons for different choices of application Use language of and mix primary and secondary colours and create tints and shades	Develop a painting from a drawing. Experiment with different media and materials for painting. Create imaginative work from a variety of sources e.g. observational drawing, music, poetry.	Develop a painting from a drawing, refine different techniques for applying paint to produce desired effect. Experiment with different media and materials for painting, utilise techniques used by Artists being studied.

						Mix and match colours to create atmosphere and light effects Identify, mix and use primary, secondary, complimentary and contrasting colours.	Create imaginative work from a variety of sources e.g. observational drawing, music, poetry. Mix and match colours to create atmosphere and light effects Identify, mix and use primary, secondary, complimentary and contrasting colours, giving reasons for colour choices.
3D work (clay/sculpture)		Manipulate malleable materials in a variety of ways i.e. rolling, joining and kneading Explore sculpture with a range of malleable media Work safely with materials and tools Experiment with constructing and joining recycled, natural and manmade materials	Work safely with materials and tools Experiment with constructing and joining recycled, natural and manmade materials, refine choices based on materials chosen, outcome desired	Plan, design and make models from observation or imagination. Develop skills in joining, extending and modelling clay. Use papier mache to create simple 3D effects	Experiment with constructing and joining recycled, natural and manmade materials, refine choices based on materials chosen, outcome desired Create textures and patterns in malleable materials including clay.	Shape, form, model and construct from observation and imagination Use recycled, natural and manmade materials to create sculptures Plan a sculpture through drawing and other preparatory work Develop skills in using clay including slabs, coils, slips etc.	Shape, form, model and construct from observation and imagination Use recycled, natural and manmade materials to create sculptures Plan a sculpture through drawing and other preparatory work, annotate and evaluate end product.

						Produce patterns and textures in malleable materials.	Refine skills in using clay including slabs, coils, slips etc. Design and produce patterns and textures in malleable materials.
Printmaking		Print with a range of hard and soft materials e.g. corks, sponge, fruit and vegetables. Make simple prints i.e. mono-printing Design and build repeating patterns and recognise pattern in the environment	Create simple printing blocks for press print Experiment with overprinting motifs and colour	Create printing blocks using relief or impressed method Develop print techniques i.e. mono-printing, block printing, relief or impressed method create repeating patterns	Print with two colour overlays.	Create printing blocks using sketchbook ideas Develop techniques i.e. mono-printing, block printing, lino-cuts Experiment with overprinting motifs and colour	Create printing blocks using sketchbook ideas Develop techniques i.e. mono-printing, block printing, lino-cuts Experiment with multi-colour printing, overprinting motifs and colour , printing onto prepared backgrounds
Collage		Create images from a variety of media e.g. photocopies, fabric, crepe paper, magazines etc. Collect, sort and group materials or different purposes in different	Arrange and glue materials to different backgrounds Fold, crumple, tear and overlap paper to create effect	Experiment with a range of collage techniques such as tearing, overlapping and layering to create images and represent textures.	Use collage as a means of collecting ideas and information and building up a visual vocabulary.	Add collage to a printed or painted background Use a range of media to create collages	Use different techniques, colours and textures when designing and making pieces of work Use collage as a means of extending work from initial ideas.

		ways/shapes, i.e. texture, colour				
Textiles		Choose fabrics/threads based on colour, texture and shape Cut and shape fabric using scissors/snips Apply shapes with glue or stitching	Apply decoration using beads, buttons, feathers etc. Apply colour with printing, dipping, fabric crayons Create fabrics by weaving materials, i.e. grass through twigs	Use a variety of techniques e.g. printing, dyeing, weaving and stitching to create different textural effects.	Develop skills in stitching, cutting and joining Develop the use of and combine previous skills to produce an applique.	Use fabrics to create 3D structures Experiment with a range of media to overlap and layer creating textures, effects and colours.	Use fabrics and sewing skills to create refined 3D structures Experiment with a range of media to overlap and layer textiles. Create textures, dye effects and embroidery designs to enhance their textile design
Digital		Explore ideas using digital sources i.e. internet, iPads Record visual information digitally Use a simple graphics package to create images and effects with lines, shapes, colour and texture	Explore ideas using digital sources i.e. internet, iPads to inform initial research Record visual information digitally, thinking about recording information which will be useful. Use a simple graphics package to create and enhance images and effects with lines, shapes, colour and texture	Explore ideas using digital sources i.e. internet, iPads purposefully to help develop initial research Record, collect and store visual information digitally, giving reason for choosing certain images Present recorded visual images using software e.g. Photostory, PowerPoint	Explore ideas using digital sources i.e. internet, iPads purposefully to develop initial research Use a graphics package to create images and effects with lines, shapes, colours and textures Manipulate and adapt images to create new images	Develop ideas further using digital sources i.e. internet, ipads, Record, collect and store visual information digitally Present recorded visual images using software e.g. Photostory, Powerpoint Use a graphics package to import or create/manipulate images.	Using digital sources i.e. internet, ipads carry out thorough research to widen their understanding of the area being studied Record, collect and store visual information digitally, in a refined way Present recorded visual images using software e.g. Photostory, Powerpoint

						Create digital layered images from original ideas in sketchbooks	Use a graphics package to import or create/manipulate images purposefully to inform ideas Create digital layered images from original ideas in sketchbooks