

Progression in Art and Design	EYFS	Year 1 and Year 2	Year 3 and Year 4	Year 5 and Year 6
Drawing	Drawing- use and talk about a variety of different media- felt tips & pencils & wax crayon, charcoal and chalk, wax crayon	Explore mark making, experiment with drawing lines and use 2D shapes to draw Explore drawing techniques, begin to apply tone to describe form, develop skill and control with a range of drawing materials.	Develop drawing skills by drawing from direct observation, applying and using geometry and tonal shading when drawing. Use a range of drawing media. Draw still life from observation and for mark making. Develop understanding of geometry and mathematical proportion when drawing.	Further develop drawing from observation. Draw using perspective, mathematical processes, design, detail and line. Learn and apply new drawing techniques such as negative drawing, chiaroscuro, expression, sketching and still life.
Painting	Painting – use and talk about the effects of a variety of different paints: Ready mixed paint, water colour: use fat and thin brushes with some control.	Develop and improve skill and control when painting. Paint with creativity and expression.	Develop skill and control when painting. Paint with expression. Analyse painting by artists	Control brush strokes and apply tints and shades when painting. Paint with greater skill and expression Paint with greater skill and control, applying tonal techniques and more complex colour theory to own work
Craft, design, materials and techniques	<u>Sculpt and Weave</u> Weave on a large scale with wheels and looms.	Use a range of materials to design and make products including clay, etching, printing and collage craft, weaving, printmaking, sculpture and clay	Use materials such as paper weaving, tie dying, sewing and other craft skills to design and make products. Make art from recycled materials, create sculptures, print and create using a range of materials. Learn how to display and present work.	Create mixed media art using found and reclaimed materials. Select materials for a purpose. Create photomontages, make repeat patterns using printing techniques, create digital art and 3D sculptural forms.
Knowing and applying the formal elements- Colour	<u>Shapes and Colours</u> Recognise and name primary colours.	Remember the primary colours and how to mix them to create secondary colours. Create shades of a colour and choose and justify colours for purpose. Mix, apply and refine colour mixing for purpose using wet and dry media. Describe their colour selections.	Increase awareness and understanding of mixing and applying colour, including use of natural pigments. Use aspects of colour such as tints and shades, for different purposes. Analyse and describe colour and painting techniques in artists work. Manipulate colour for print	Mix and apply colours to represent still life objects from observation. Express feelings and emotions through colour. Study colours used by Impressionist painters
Knowing and applying the formal elements- Form	<u>Sculpt and Weave</u> Change the shape of play dough or clay by inching, squeezing, rolling or imprinting in to the clay. Create simple models.	Learn about form and space through making sculptures and developing language Extend their practical ability to create 3D sculptural forms and begin to understand how to represent form when drawing	Develop their ability to describe and model form in 3D using a range of materials. Analyse and describe how artists use and apply form in their work.	Further extend their ability to describe and model form in 3D using a range of materials. Express and articulate a personal message through sculpture. Analyse and study artists' use of form.
Knowing and applying the formal elements- Line	<u>Shapes and Colours</u> Talk about lines and shapes in the work of artists (Mondrian paper collage). Create own collage	Draw lines with increased skill and confidence. Use line for expression when drawing portraits.	Construct a variety of patterns through craft methods. Create original designs for patterns using geometric repeating shapes. Analyse and describe how other artists use pattern.	Represent feelings and emotions through patterns. Create sophisticated artwork using their knowledge of pattern
Knowing and applying the formal elements- Pattern	<u>Shapes and Colours</u> Explore and create different repeating patterns	Understand patterns in nature, design and make patterns in a range of materials. Learn a range of techniques to make repeating and nonrepeating patterns. Identify natural and man-made patterns. Create patterns of their own.	Construct a variety of patterns through craft methods. Further develop knowledge and understanding of pattern Create original designs for patterns using geometric repeating shapes. Analyse and describe how other artists use pattern.	Represent feelings and emotions through patterns. Create sophisticated artwork using their knowledge of pattern.

<p>Knowing and applying the formal elements- Shape</p>	<p><u>Shapes and Colours</u> Recognise and name primary colours.</p>	<p>Identify, describe and use shape for purpose. Compose geometric designs by adapting the work of other artists to suit their own ideas.</p>	<p>Identify, draw and label shapes within images and objects. Create and form shapes from 3D materials. Create geometric compositions using mathematical shapes. Analyse and describe the use of shape in artist's work.</p>	<p>Fluently sketch key shapes of objects when drawing. Create abstract compositions using knowledge of other artists' work.</p>
<p>Knowing and applying the formal elements- Texture</p>	<p><u>Printing and Rubbing</u> Create and explore different textures in paint and play dough. Create different textures though wax crayon rubbings.</p>	<p>Identify and describe different textures. Select and use appropriate materials to create textures.</p>	<p>Analyse and describe texture within artists' work. Use a range of materials to express complex textures.</p>	<p>Develop understanding of texture through practical making activities. Understand how artists manipulate materials to create texture.</p>
<p>Knowing and applying the formal elements- Tone</p>	<p>Begin to shade using a pencil; develop a tripod grip.</p>	<p>Experiment with pencils to create tone. Use tone to create form when drawing.</p>	<p>Learn and use simple shading rules. Use a variety of tones to create different effects. Understand tone in more depth to create 3D effects. Analyse and describe use of tone in artists' work.</p>	<p>Analyse artists' use of tone. Increase awareness of using tone to describe light and shade, contrast, highlight and shadow. Manipulate tone for halo and chiaroscuro techniques</p>