

Skills Progression

Art and Design

Skills	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Drawing	<p>Explores making marks/symbols on a variety of papers</p> <p>Uses marks, lines and curves spontaneously</p> <p>Holds and uses tools with some dexterity and control</p>	<p>Explore mark making in different ways using a variety of tools and drawing materials including pencils, felt tips, paint, charcoal.</p>	<p>Use a range of drawing materials such as pencils, chalk, charcoal, pastels, felt tips and pens.</p> <p>Develop observational skills to look closely and reflect surface texture through mark-making.</p> <p>Explore mark making using a range of tools, being able to create a diverse and purposeful range of marks through experimentation and building skills.</p>	<p>Further develop mark making within a greater range of media, demonstrating increased control.</p> <p>Develop observational skills to look closely and reflect surface texture through mark making.</p> <p>Experiment with drawing on different surfaces, and begin to explore tone using a variety of pencil grade (HB, 2B, 4B) to show form, drawing light/dark lines, patterns and shapes.</p>	<p>Confidently use a range of materials, selecting and using these appropriately with more independence.</p> <p>Draw with expression and begin to experiment with gestural and quick sketching.</p> <p>Developing drawing through further direct observation, using tonal shading and starting to apply an understanding of shape to communicate form and proportion.</p>	<p>Apply observational skills, showing a greater awareness of composition and demonstrating the beginnings of an individual style.</p> <p>Use growing knowledge of different drawing materials, combining media for effect.</p> <p>Demonstrate greater control over drawing tools to show awareness of proportion and perspective, continuing to develop use of tone and more intricate mark making.</p>	<p>To use a broader range of stimulus to draw from such as architecture, culture and photography. Begin to develop drawn ideas as part of an exploratory journey.</p> <p>Apply known techniques with a range of media, selecting these independently in response to a stimulus.</p> <p>Draw in a more sustained way, revisiting a drawing over time and applying their understanding of tone, texture, line colour and form.</p>
Painting and mixed media	<p>Explore and experiment using paint and tools and techniques such as rolling, splashing and dripping.</p> <p>Develop language relating to paint and colour</p>	<p>Experiment with paint, using a wide variety of tools (e.g brushes sponges, fingers) to apply paint. Investigate colour mixing.</p> <p>Play with combinations of materials to create simple collage effects. Select materials based on their properties, eg. shiny, soft.</p>	<p>Begin to develop some control when painting, applying knowledge of colour and how different media behave e.g. adding water to thin paint.</p> <p>Mix different hues of primary and secondary colours by using different amounts of each starting colour or by adding water.</p>	<p>Select and use a variety of painting techniques, including applying their drawing skills, using their knowledge of colour mixing and making choices about suitable tools for a task, eg choosing a fine paintbrush for making detailed marks.</p> <p>Mix colours with greater accuracy and begin to consider how colours can be used expressively.</p>	<p>Explore the way paint can be used in different ways to create a variety of effects, eg creating a range of marks and textures in paint.</p> <p>Develop greater skill and control when using paint to depict forms, eg beginning to use tone to create 3D effects.</p>	<p>Apply paint with control in different ways to achieve different effects, experimenting with techniques used by other artists and applying ideas to their own artworks eg <i>making choices about painting surfaces or mixing paint with other materials</i></p>	<p>Manipulate paint and painting techniques to suit a purpose, making choices based on their experiences. Work in a sustained way over several sessions to complete a piece. Analyse and describe how colour is used in other artists' work. Consider materials, scale and techniques when creating collage and other mixed media pieces. Create collage</p>

			<p>Make choices about which materials to use for collage based on colour, texture, shape and pattern.</p> <p>Experiment with overlapping and overlaying materials to create interesting effects.</p>	<p>Explore contrasting and complimentary colours.</p> <p>Modify chosen collage materials in a range of ways eg by cutting, tearing, re sizing or overlapping. In sketchbooks, use collage as a means of collecting ideas.</p>	<p>Work selectively, choosing and adapting collage materials to create contrast and considering overall composition.</p>		<p>in response to a stimulus and work collaboratively on a larger scale.</p>
Sculpture and 3D	<p>Explore a range of materials (rigid and malleable) such as clay, playdough, cardboard.</p> <p>Cut out shapes including and begin to construct using a variety of objects and simple techniques.</p>	<p>Use their hands to manipulate a range of modelling materials.</p> <p>Create 3D forms to make things from their imagination or recreate things they have seen.</p>	<p>Develop understanding of 3D forms to construct and model simple forms using a range of materials.</p> <p>Use hands and tools with confidence when cutting, shaping and joining paper, card and malleable materials.</p> <p>Develop basis skills for shaping and joining clay, including exploring surface texture.</p>	<p>Plan and think through the making process to create 3D forms using a range of materials.</p> <p>Shape materials for a purpose, positioning and joining materials in new ways (tie, bind, stick, fold).</p> <p>Experiment with combining found objects and recyclable material to create sculpture.</p>	<p>Use more complex techniques to mould and form malleable materials, such as the coil pot technique in clay and adding detailed surface decoration.</p> <p>Show an understanding of appropriate finish and present work to a good standard.</p> <p>Respond to stimulus and begin to make choices about materials used to work in 3D</p>	<p>Investigate scale when creating forms in three dimensions.</p> <p>Explore a greater range of materials to create 3D form e.g. wire and found materials.</p> <p>Plan a sculpture, developing an idea in 2D into a three dimensional piece.</p> <p>Persevere when constructions are challenging and work to problem solve more independently.</p>	<p>Use personal plans and ideas to design and construct more complex sculptures and 3D forms</p> <p>Combine materials and techniques appropriately to fit with ideas.</p> <p>Confidently problem-solve, edit and refine to create desired effects and end results.</p>
Craft and Design	<p>Become familiar with a range of different fabrics and collage materials.</p> <p>Investigate different ways materials can be applied.</p>	<p>Select colours, shapes and materials to suit ideas and purposes.</p> <p>Design and make something that is imagined or invented. Begin to develop skills such as measuring materials,</p>	<p>Respond to a simple design brief with a range of ideas.</p> <p>Apply skills in cutting, arranging and joining a range of materials to include card, felt and cellophane.</p>	<p>Learn a new making technique (paper making) and apply it as part of their own project.</p> <p>Investigate the history of a craft technique and share that knowledge in a personal way.</p> <p>Design and make creative work for different</p>	<p>Learn new making techniques, comparing these and making decisions about which method to use to achieve a particular outcome.</p> <p>Design and make art for different purposes and begin to consider</p>	<p>Design and make art for different purposes and begin to consider how this works in creative industries eg in architecture magazines, logos, digital media and interior design.</p> <p>Extend ideas for designs through sketchbook use and</p>	<p>Develop personal, imaginative responses to a design brief using sketchbooks and independent research.</p> <p>Justify choices made during a design process, explaining how the work of creative practitioners</p>

		cutting and adding decoration.	Experiment with tehcniques when trying out design ideas. Follow a plan for a making process, modifying and correcting things and knowing when to seek advice.	purposes, evaluating the success of the techniques used.	how this works in creative industries.	research, justifying choices made during the design process.	have influenced their final outcome.
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