| Progression in Art Skills | Foundation Stage 2 | Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 |
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Pre School Enjoy using large and small scale graphic tools paint sticks, rollers, stampers, fingers, hands, chalk, crayon, pen and pencils.
Use and begin to develop control with a range of media. Draw on different levels, surfaces and materials.
Produce purposeful, definite marks and lines of different size and thickness.

Explore materials and tools to create simple patterns and textures.
Begin to talk about what they have produced, making reference to the tools and media they have used.

| Enjoy using graphic tools, fingers, hands, chalk, pen and pencils. <br> Use and begin to control a range of media. Draw on different surfaces and coloured paper. <br> Produce lines of different thickness and tine using a pencil. <br> Start to produce different patterns and textures from observations, imagination and illustrations. <br> Look and talk about what they have produced, describing simple techniques and media used. | Experiment with a variety of media; pencils, rubbers, crayons, pastels, felt tips, charcoal, pen, chalk. <br> Begin to control the types of marks made with the range of media. Draw on different surfaces with a range of media. <br> Start to record simple media explorations. <br> 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. <br> Investigate textures by describing, naming, rubbing, copying. Produce an expanding range of patterns and textures. <br> Explore 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. <br> Look at and talk about own work and that of other artists and the techniques they had used. | Begin control the types of marks made with the range of media such as crayons, pastels, felt tips, charcoal, pen, chalk. <br> Control the types of marks made with the range of media. Draw on different surfaces with a range of media. Use a sketchbook to plan and develop simple ideas. <br> Continue to investigate tone by drawing light/dark lines, light/dark patterns, light/dark shapes using a pencil. Name, match and draw lines/marks from observations. <br> Continue to Investigate textures and produce an expanding range of patterns. <br> Discuss own work and others work, expressing thoughts and feelings. |
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Develop intricate patterns/ marks with a variety of media.

Demonstrate experience in different grades of pencil and other implements to draw different forms and shapes.

Use a sketchbook to record media explorations and experimentations as well as planning and collecting source material for future works.

Begin to show an awareness of objects having a third dimension and perspective.

Create textures and patterns with a wide range of drawing implements.

Continue to explore 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

Discuss own and others work, expressing thoughts and feelings, and using knowledge and understanding of artists and techniques.

## diff

Develop intricate patterns usin other implen of pencil and and marks.

Draw for a sustained period time at an appropriate level.

Experiment with different grades of pencil and other implements to achieve variations in tone and make marks on a range of media.

Use sketchbooks to collect and record visual information from different sources as well as planning and colleting source material for future works.

Have opportunities to develop further drawings featuring the third dimension and perspective.

Experiment with different grades of pencil and other implements to achieve variations in tone.

Further develop drawing a range of tones, lines using a pencil. Include in their drawing a range of technique and begin to understand why they best suit.

Discuss and review own and others work, expressing thoughts and feelings, and identify modifications/ changes and see how they can be developed further


Work in a sustained and independent way to create a detailed drawing. Develop a key element of their work: line, tone, pattern, texture.

Use different techniques for different purposes i.e. shading, hatching within their own work.

Work in a sustained and independent way to develop their own style of drawing. This style may be through the developmen of: line, tone, pattern, texture

Draw for a sustained period of time over a number of sessions working n one piece. Use different echniques for different purpose e. shading, hatching within their wn work, understanding which works well in their work and why.
se sketchbooks to collect and record visual information from different sources as well as planning and colleting source using a variety of view finders. Discuss and review own and others work, expressing thoughts and feelings, and identify modifications/ changes and see how they can be developed further. Identify artists that have worked in a similar way to their own work.
material. Adapt their work g to their views and describe how they might develop further.

Develop their own style using tonal contrast and mixed media. further simple perspective in their work using a single foca 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
Start to develop their own style
Start to de using tonal contrast and mixed media.

Have opportunities to develop

Discuss and review own and others work, expressing thoughts and feelings explaining their views and identify modifications/changes and see how they can be developed further. Identify artists who have worked in a similar way to their own work.

| Progression in Art Skills | Foundation Stage 2 | Year 1 | Year 2 | Year 3 | Year 4 | Year 5 | Year 6 |
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## Pre School

Explore
making marks using a variety of tools including different size brushes and tools i.e. sponge brushes, fingers, twigs.

Recognise and name the primary colours being used.

Explore working with paint on different surfaces.

Begin to talk about what they have produced

## Enjoy using a variety of tools including

 different size/ size brushes and tools i.e. sponge brushes, fingers, twigs.Recognise and name the primary colours being used.

Mix and match colours to different artefacts and objects.

Explore working with paint on different surfaces and in different ways i.e. coloured, sized and shaped paper.

Look and talk about what they have produced, describing simple techniques and media used.
 of media.

Paint on different surfaces with a range of media.

Start to record simple media explorations.

Start to mix a range of secondary colours, moving towards predicting resulting colours.

Explore 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

Look at and talk about own work and that of other artists and the techniques they had used.

Plan and develop simple ideas and continue to store information on colour mixing, the colour wheel and colour spectrums.

Continue to control the types of marks made with the range of media.

Use a brush to produce marks appropriate to work. E.g. small brush for small marks.


Discuss own work and others work, expressing thoughts and feelings.

Demonstrate increasing control the types of marks made and experiment with different effects and textures inc. blocking in colour, washes, thickened paint creating textural effects.

Use light and dark within painting and begin to explore complimentary colours.

Mix colour, shades and tones with increasing confidence.

Use a sketchbook to record media explorations and experimentations as well as try out ideas, plan colours and collect source material for future works.

Confidently create different effects and textures with paint according to what they need for the task.

Discuss own and others work, expressing thoughts and feelings, and using knowledge and understanding of artists and techniques.

Confidently control the types of marks made and experime
with different effects and textures inc. blocking in colour, washes, thickened paint creating textural effects.

Start to develop a painting from a drawing.

Begin to choose appropriate media to work with.

Use light and dark within painting and show understanding of complimentary colours.

Use sketchbooks to collect and record visual information from different sources as well as planning, trying out ideas, plan colours and collect source material for future works.

Start to look at working in the style of a selected artist (not copying).

Discuss and review own and others work, expressing thoughts and feelings, and identify modifications/ changes and see how they can be developed further.

Mix and match colours to create atmosphere and light effects.

Mix colour, shades and tones with confidence building on previous knowledge.

Start to develop their own style using tonal contrast and mixed media.

Recognise the art of key artists and begin to place them in key movements or historical events.

Work in a sustained and independent way to develop their own style of painting. This style may be through the development of: colour, tone and shade.

Purposely control the types of marks made and experiment with different effects and textures inc. blocking in colour, washes, thickened paint creating textural effects.

Understanding which works well in their work and why.

Adapt their work according to their views and describe how they might develop it further.

Annotate work in sketchbook Discuss and review own and others work, expressing thoughts and feelings explaining their views.
Explore a range of great
artists, architects and
designers in history.

Subject: Art and Design
Leaders: Hayley Tacy

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| 3D Art <br> Pre School <br> Enjoy using malleable materials such as playdough <br> Explore ways to impress and apply simple decoration. <br> Make snips using scissors and begin to cut along lines. <br> Build a construction/ sculpture using a variety of objects e.g. recycled, natural and manmade materials. <br> Begin to talk about what they have produced | Enjoy using a variety of malleable media such as clay, papier Mache, Salt dough. <br> Impress and apply simple decoration. <br> Cut shapes using scissors and other modelling tools. <br> Look and talk about what they have produced, describing simple techniques and media used. | Experiment in a variety of malleable media such as clay, papier Mache, Salt dough, modroc. <br> Shape and model materials for a purpose, e.g. pot, tile from observation and imagination. <br> Continue to manipulate malleable materials in a variety of ways including rolling, pinching and kneading. <br> Impress and apply simple decoration techniques: impressed, painted and applied. <br> Use tools and equipment safely and in the correct way. <br> Explore 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. | Use equipment and media with increasing confidence. <br> Shape, form, construct and model from observation and imagination. <br> Plan and develop simple ideas and making simple informed choices in media. <br> Demonstrate experience in surface patterns/ textures and use them when appropriate. <br> Explore carving as a form of 3D art. <br> Discuss own work and others work, expressing thoughts and feelings. <br> Identify changes they might make or how their work could be developed further. | Use equipment and media with confidence. <br> Learn to secure work to continue at a later date. <br> Join two parts successfully. <br> Construct a simple base for extending and modelling other shapes. <br> Use a sketchbook to plan, collect and develop ideas. To record media explorations and experimentations as well as try out ideas. <br> Produce more intricate surface patterns/ textures and use them when appropriate. <br> Produce larger ware using pinch/ slab/ coil techniques. <br> Continue to explore carving as a form of 3D art. <br> Use language appropriate to skill and technique. <br> Use knowledge and understanding of artists and techniques. | Work in a safe, organised way, caring for equipment. <br> Secure work to continue at a later date. <br> Make a slip to join to pieces of clay. <br> Decorate, coil, and produce marquettes confidently when necessarily. <br> Model over an armature: newspaper frame for modroc. <br> Use recycled, natural and manmade materials to create sculptures. <br> Use sketchbooks to collect and record visual information from different sources as well as planning, trying out ideas, plan colours and collect source material for future works. <br> Adapt work as and when necessary and explain why. <br> Gain more confidence in carving as a form of 3D art. <br> Show awareness of the effect of time upon sculptures. <br> Demonstrate awareness in environmental sculpture and found object art. <br> Begin to explore a range of great artists, architects and designers in history. | Show experience in combining pinch, slabbing and coiling to produce end pieces. <br> Develop understanding of different ways of finishing work: glaze, paint, polish. <br> Gain experience in modelling over an armature: newspaper frame for modroc. <br> Use recycled, natural and manmade materials to create sculptures, confidently and successfully joining. <br> Use sketchbooks to plan a sculpture through drawing and other preparatory work. Plan how to join parts of the sculpture. <br> Confidently carve a simple form. <br> Compare the style of different styles and approaches: Moore, Aztec. <br> Discuss and review own and others work, expressing thoughts and feelings, and identify modifications/ changes and see how they can be developed further. <br> Explore a range of great artists, architects and designers in history and identify those who have worked in a similar way to them. | Model and develop work through a combination of pinch, slab, and coil. <br> Work around armatures or over constructed foundations. <br> Demonstrate experience in the understanding of different ways of finishing work: glaze, paint, polish. <br> Demonstrate experience in relief and freestanding work using a range of media. <br> Recognise sculptural forms in the environment: Furniture, buildings. <br> Annotate work in sketchbook. <br> Solve problems as they occur. |

Practical Knowledge Progression - Pre-School- Year 6
Subject: Art and Design
Leaders: Hayley Tacy
Year: 2023-2024


| Progression <br> in Art Skills | Foundation <br> Stage 2 | Year 1 | Year 2 | Year 3 | Year 4 | Year 5 |
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Practical Knowledge Progression - Pre-School- Year 6
Subject: Art and Design
Leaders: Hayley Tacy
Year: 2023-2024


| Progression <br> in Art Skills | Foundation <br> Stage 2 | Year 1 | Year 2 | Year 3 | Year 4 | Year 5 |
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| Digital <br> Media <br> Pre School <br> Create collaborativel $y$, sharing ideas, resources and skills. | Begin to explore ideas using digital sources i.e. internet, iPads. <br> Explore visual information using digital cameras, video recorders, iPads. <br> Experiment with a simple graphics packages to: Create basic images. <br> Select different tool/ colours. | Explore ideas using digital sources i.e. internet, iPads. <br> Record visual information using digital cameras, video recorders, iPads. <br> Use a simple graphics package to: <br> Create images and effects with lines by changing the size of brushes in response to ideas. <br> Create shapes using eraser, shape and fill tools. <br> Create colours and texture using simple filters to manipulate and create images. <br> Use basic selection and cropping tools. <br> Capture and manipulate images through photography and digital media to create and make new images. |  | Record and collect visual information using digital cameras, iPads and video recorders. <br> Present recorded visual images using software e.g. Photostory/ PowerPoint. <br> Use a graphics package to create images and effects with; <br> Lines by controlling the brush tool with increased precision. <br> Changing the type of brush to an appropriate style e.g. charcoal. Create shapes by making selections to cut, duplicate and repeat. <br> Experiment with colours and textures by making an appropriate choice of special effects and simple filters to manipulate and create images for a particular purpose. <br> Begin to explore a range of great artists and photographers in history. <br> Use a sketchbook to plan and draft ideas. | $\xrightarrow{\square}$ | Record, collect and store visual information using digital cameras, video recorders and iPads. <br> Use a graphics package to create and manipulate new images. <br> Be able to Import an image (scanned, retrieved, taken) into a graphics package. <br> Understand that a digital image is created by layering. <br> Create layered images from original ideas (sketch book5 etc.) |  |
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Subject: Art and Design Leaders: Hayley Tacy Year: 2023-2024

| Progression <br> in Art Skills | Foundation <br> Stage 2 | Year 1 | Year 2 | Year 3 | Year 4 | Year 5 |
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