## Art and Design Progression

|  | EYFS | KS1 | LKS2 | UKS2 |
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| Exploring and Developing Ideas | - Create simple representations of events, people and objects. <br> - Choose the right resources to carry out a plan. <br> - Respond to stories and music as a source for their own artwork. <br> - Recreate the work of another artist using their choice of materials <br> - Collect images and objects of personal interest.. <br> - Select materials to record observations and ideas. <br> - Create collaboratively, sharing ideas, resources and skills. <br> - Respond positively to starting points given. <br> - Discuss ideas with a teacher who models a sketch. <br> - Represent their own ideas, thoughts and feelings through art activities. | - Record observations of shapes, colours, patterns and textures in natural forms and the world around them. <br> - Experiment with different media and techniques. <br> - Generate a design similar to on an artist or style studied. <br> - Collect images and objects around a theme. <br> - Use sketch books to record observations, experiments, developing skills, research and design ideas. <br> - Share and combine ideas to create collaborative art. <br> - Respond positively to support ideas for improvement. | - Record observations through drawings and photography. <br> - Record experimentation with different media and techniques. <br> - Create an original design inspired by an artist or style studied. <br> - Choose images and objects to inspire designs. <br> - Use sketch books to record and revisit observations, experiments, developing skills, research and design ideas. <br> - Share and combine ideas to create collaborative art that meets a design brief. <br> - Use self-assessment to make changes to designs. | - Record more detailed observations through drawings and photography. <br> - Record experimentation with different media and techniques and apply them in their own art. <br> - Explore possibilities of combining different styles and techniques. <br> - Create an original design inspired by the styles and techniques used by artists studied. <br> - Research images, artists and styles to inspire designs. <br> - Annotate thoughts and observations in sketch books. <br> - Use sketch books to record and revisit observations, experiments, developing skills, and research and refine design ideas. <br> - Create collaboratively through developing and discussing ideas through sketches. <br> - Adapt and refine designs to meet a purpose or meaning. |
| Drawing | - Begin to show accuracy and care when drawing. <br> - Include some details in drawings, such as representing a face with a circle and including facial features. <br> - Draw lines and closed shapes to represent objects. <br> - Use drawing to represent ideas like movement or loud noises. <br> - Show different emotions in drawings, like happiness, sadness, fear, etc... | - Draw basic lines and shapes with increasing control to represent an observation or simple design idea. <br> - Draw at an appropriate size and scale. (E.g. a head is drawn the correct size relative to the body and large enough to include detail needed.) <br> - Use different media to draw, including pencils, crayons, chalk and felt tips. <br> - Use pencil pressure to create lighter and darker tone. | - Draw and edit drawings to show observations and design ideas more carefully. <br> - Begin to include more detail in observations and design ideas. <br> - Use different media to draw, including different grades of pencil, charcoal, chalk and felt tips. <br> - Apply media at different pressure to show tone in drawings. | - Draw and edit drawings to show observations and design ideas with accuracy. <br> - Use different media to create a range of effects in drawing, including different grades of pencil, charcoal, chalk and felt tips. <br> - Use different methods of shading, hatching and cross-hatching to show tone. |


|  | - Use large-muscle movements to make marks. <br> - Develop fine motor skills to use a range of drawing tools competently and confidently. <br> - Use a comfortable pencil grip with good control when holding pens and pencils, using the tripod grip in almost all cases. | - Draw dots and lines to show texture. | - Start to draw lines and shapes that show movement in drawings. <br> - Use mark making with different media to show texture in drawings. | - Depict movement and perspective in drawings. <br> - Use drawing techniques in different media to show texture in drawings. |
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| Drawing key vocabulary | - Line, thick, thin, wavy, straight, pencil Finger, stick, chalk, pastel, felt tip | - Line: Thick, thin, soft, broad, narrow, fine, pattern, line, shape, detail, bold, wavy, straight, Texture: smooth, rough, wrinkly, bumpy, felt tip pen marker, Colour/pattern: tone, soft, hard, shiny, tone, light/dark, pale, deep Shape: oval, long, curvy, bright, | - Line: charcoal, pencil, crayon, chalk, pastels, pens. Form and shape: grades, forms, shapes, third dimension Tone: variations, tone Texture: pattern texture, proportion, emotion, expression | - observation, photographs, visual images Lines Marks, Tone, Form and Texture; lines, patterns, shapes within a drawing, tonal contrast, mixed media, shading, hatching, blending, perspective, single focal point, horizon, composition, scale, foreground, middle ground, background |
| Painting | - Develop fine motor skills to apply paint using fingers, paintbrushes, sponges, twigs and other tools competently and confidently. <br> - Use large-muscle movements to paint and make marks. <br> - Explore colour and colour mixing. <br> - Investigate adding black and white paint and recognise that adding black makes colours darker and adding white makes colours lighter. <br> - Show different emotions in their paintings, like happiness, sadness, fear, etc... | - Paint basic lines and shapes with some control to represent an observation. <br> - Experiment with applying paint using different brushes and tools, observing the effects they create. <br> - Mix paint to create the secondary colours and brown. <br> - Create tints and shades to show flat areas of light and dark in paintings. | - Paint with increasing control to show observations and detail more carefully. <br> - Apply paint using a range of brushes, brush strokes and tools to show different textures. <br> - Mix and match paint to create different hues. <br> - Create tints and shades to show tone in paintings. <br> - Blend paint to create a gradient. <br> - Use watercolour to experiment with the intensity of colour. <br> - Experiment with pigments in natural products to make different coloured paint. | - Apply paint with control to show more detailed and accurate observations. <br> - Select paint brushes, brush strokes and tools to create a desired texture. <br> - Mix and match paint of different hues, black and white to create a specific colour. <br> - Create tints and shades to show tone with a clear light source in paintings. <br> - Use watercolour and acrylic paint to experiment with intensity of colour. |
| Painting key vocabulary | - Mark making tools, sponges, different brushes, respond, line, colour, texture, shape, 2D, observation, imagination, scale, size, fine motor skills | - Brush, size and types, scale <br> - Colour; mixing, primary colours, primary shades, tones, techniques, layering, mixing media | - mixed colours - primary, secondary, mix, tints, shades, experiment, effects, textures, blocking, washes, layering, brush, Texture, sand, plaster, mood | - Sketchbooks, record, observation, review, revisit, improve, design techniques, atmosphere, light effects, flesh, identify primary secondary and complementary colours, wet, dry, watercolours, |
| Sculpture | - Begin to construct with construction objects, toys and materials. <br> - Stack blocks and objects vertically and horizontally. | - Investigate and manipulate clay through a number of movements (pinching, rolling, twisting, coiling, cutting, etc) to create a form. | - Use clay modelling tools to add detail, cut, shape and join clay and add parts to a form. <br> - Investigate clay, wire, Modroc and recycled materials and experiment | - Use clay modelling tools and extruders to create ceramics using clay coils and slabs. <br> - Shape, cut and join clay, wire, Modroc and recycled materials using |


|  | - Develop fine motor skills to use one handed tools (scissors, tape, glue, etc) competently, safely and confidently. <br> - Cut and join different materials using scissors, tape and glue. | - Use clay modelling tools and other objects to make marks in clay. <br> - Use decorative techniques, applying, impressing and etching into clay. <br> - Cut, stick, manipulate and join recycled materials to create a form. <br> - Use papier-mâché to strengthen and add to a form. | with how they can be shaped and joined to create simple forms. <br> - Cut, stick, manipulate and join natural materials to create a form. | appropriate skills and techniques to create a form. <br> - Build upon wire forms using other materials to pad out (newspaper) and cover (Modroc or papier-mâché). |
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| Sculpture key vocabulary | - Experiment, properties of clay, plasticine, dough, explore, mark making, textural effects, materials, model, observation, imagination, demonstrate, modelling tools, control, fine motor | - Materials, products, manipulate, malleable materials, clay, natural, understand, techniques, tools, rolling, kneading, understand, safety, tools, experiment, create, textural effects <br> - Form: experiment, constructing, joining, natural, manmade <br> - Texture: surface, malleable material, build textured tile, impressing | - Record, observe, review, revisit, improve, design techniques, painting, materials, create, surface patterns, textures, join, construct, modelling, shape, develop, clay, slip, score, drystone construction, nature art, environmental. | - Record, materials, observations, review, revisit, improve, refine, design techniques, intricate patterns, textures, malleable, outlining, wire, clay, slabs, coils, pottery, form, slip, score, materials, Modroc, papiermâché, sculpture, relief |
| Collage | - Develop fine motor skills to use one handed tools (scissors, tape, glue, etc) competently, safely and confidently. <br> - Cut and join different materials using scissors, tape and glue. <br> - Explore different textures when joining materials. <br> - Select materials to create different textures. | - Create collages based on a simple design using papers and materials. <br> - Cut a variety of shapes carefully to complete a collage. <br> - Create abstract compositions by sorting and arranging materials and shapes. <br> - Investigate texture with paper (ripping, scrunching, tearing, cutting, layering, rolling) to create a collage. | - Create collages using a variety of media and techniques, including overlapping, mosaic and montage. <br> - Cut and arrange shapes with increasing accuracy. <br> - Create abstract montages that explore different views and perspectives. <br> - Experiment with sorting and arranging shapes and materials with purpose to create effect. | - Create collages using a variety of media and techniques including tessellation. <br> - Accurately cut and arrange shapes to form patterns. <br> - Collage shapes to show figures and forms in movement. <br> - Create mixing media collage with colours, shapes and textures chosen with purpose to create effect. |
| Collage key vocabulary | - Experiment, media, understand, glue, sticking, paper, fabric, natural materials, textural effects, observation, imagination | - Create, variety, images, media, materials, fabric, crepe paper, magazines, sort, group, different purposes, colour, textures, fold, crumple, tear, overlap edges | - Abstract, montage, perspective, texture, overlapping, media, collect, variety, mosaic, arrange, mixed media, automatism, surreal, foreground, background | - One point perspective, layering, texture, overlapping, mixed media, contrast, manipulate, effect, photography, kinetic, emphasis, foreground, background, landscape, |
| Printing | - Develop fine motor skills to print using fingers and every day and found materials competently and confidently. <br> - Print through stamping and folding paper to create symmetrical patterns. | - Investigate how different objects can be used as stamps to create a repeating pattern in print. <br> - Create a foam printing block to print a repeating pattern using rotation. <br> - Investigate the amount of paint and pressure applied in creating a monoprint. <br> - Experiment with a range of techniques (rolling, pressing, stamping and rubbing) in printing. | - Create and adapt a foam printing block to print a design in two layers and colours. <br> - Create a stencil that shows a clear image and use it to create a print. <br> - Create low relief prints with string on cardboard to replicate repeated patterns from observations. | - Create and adapt a foam printing block to print a detailed design in more than two layers and colours. <br> - Investigate how different materials transfer ink in a collagraph print. <br> - Create a layered monoprint to build up a textured and detailed background. <br> - Combine and overwork prints with biro, coloured pencils or paint to create a mixed media composition. |


|  |  |  | - Record texture through rubbing using wax crayon. |  |  |
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| Printing key vocabulary |  | - Experiment, printing, media, understand, techniques, stamping, pattern. | - Repeating pattern, foam block, rotation, monoprint, rolling, pressing, rubbing, techniques, pressure. | - Stencil, replicate, repeating pattern, layers, low relief, observation, block print, photorealism | - Overwork, composition, mixed media, layers, detailed design, adapt, design, photography |
|  | Colour | - Explore colour and colour mixing. <br> - Use colour to represent objects. | - Mix paint to create the secondary colours and brown. <br> - Create tints by adding white and shades by adding black using paint. <br> - Recognise warm and cold colours. <br> - Explore the relationship between colour and feelings. | - Mix and match paint to create different hues. <br> - Create tints by adding white and shade by adding black using paint and oil pastel. <br> - Create a gradient using different media. <br> - Use watercolour to experiment with the intensity of colour. <br> - Experiment with pigments in natural products to make different coloured paint. | - Mix and match paint of different hues, black and white to create a specific colour. <br> - Use colour to reflect atmosphere, mood and emotion. <br> - Use watercolour and acrylic paint to experiment with intensity of colour. |
|  | Pattern | - Make patterns through repetitions of movement. <br> - Explore and start to notice patterns in their environments. | - Use objects as stamps to create a repeating pattern in print. <br> - Use block printing to create a repeating pattern using rotation. | - Create patterns to add details to shapes. | - Create pattern that creates contrast between shapes. |
|  | Texture | - Explore different textures when joining materials. <br> - Select materials to create different textures. <br> - Begin to be interested in and describe texture. | - Use dots and lines to show texture. <br> - Record texture through rubbing using wax crayon. <br> - Investigate texture with paper (ripping, scrunching, tearing, cutting, layering, rolling) to create a collage. | - Use mark making with different media to show texture in my art <br> - Use a range of brushes and brush strokes to show different textures in painting. | - Use a range of tools and objects to show texture in different media. |
|  | Line | - Use lines to represent objects and the world around them. <br> - Create closed shapes with continuous lines. | - Use and edit lines to show my observations and simple design ideas. <br> - Draw lines with control to represent observations. <br> - Draw lines of varying thickness. | - Use line to show more detail in observations and design ideas. <br> - Use a range of tools to create lines of different thickness. <br> - Use line to show movement. | - Use lines of different thicknesses for emphasis. <br> - Use line to show movement in a range of different ways. |
|  | Shape | - Use shapes to represent objects. <br> - Explore and start to notice shapes in their environment. <br> - Create closed shapes with continuous lines. | - Sketch and edit basic shapes to represent observations and design ideas. <br> - Create abstract compositions using shapes. | - Sketch and edit shapes to show observations and design ideas more carefully. <br> - Use a repeating shape to show figures and forms in movement. <br> - Select and arrange shapes carefully to create design ideas. | - Sketch and edit shapes to show observations and design ideas with accuracy. <br> - Use different shapes to show figures and forms in movement. |


| Form | - Begin to construct with construction objects, toys and materials. <br> - Stack blocks and objects vertically and horizontally. <br> - Cut and join different materials using scissors, tape and glue. | - Investigate and manipulate clay through a number of movements (pinching, rolling, twisting, coiling, cutting, etc) to create a form. <br> - Use clay modelling tools and other objects to make marks in clay. <br> - Use decorative techniques, applying, impressing and etching into clay. <br> - Cut, stick, manipulate and join recycled materials to create a form. <br> - Use papier-mâché to strengthen and add to a form. | - Use clay modelling tools to add detail, cut, shape and join clay and add parts to a form. <br> - Investigate clay, wire, Modroc and recycled materials and experiment with how they can be shaped and joined to create simple forms. <br> - Cut, stick, manipulate and join natural materials to create a form. | - Use clay modelling tools and extruders to create ceramics using clay coils and slabs. <br> - Shape, cut and join clay, wire, Modroc and recycled materials using appropriate skills and techniques to create a form. <br> - Build upon wire forms using other materials to pad out (newspaper) and cover (Modroc or papier-mâché). |
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| Space | - Create spaces and enclosures using construction objects, toys and materials. | - Create an appropriately sized drawing to show observations and design ideas clearly. <br> - Create a landscape with a background and foreground. | - Use a viewfinder to focus on a specific part of an object or image before drawing it. <br> - Create a landscape with a background, middle ground and foreground. | - Create a landscape using one-pointperspective to create the appearance of space. |
| Tone | - Notice shadows cast by 3D objects. <br> - When exploring colour mixing, investigate adding black and white and recognise that adding black makes colours darker and adding white makes colours lighter. | - Show flat areas of light and dark using pencil and paint. <br> - Use pencil pressure to create lighter and darker tone. | - Show change between light and shadow using paint, different grades of pencil, oil pastel and charcoal. | - Consider the light source when showing change between light and shadow using paint, different grades of pencil, oil pastel and charcoal. |
| Observe, Analyse and Evaluate | - Observe and describe features of subjects and their positions. <br> - Share their creations, explaining the process they have used. <br> - Describe what they think about the work of others. <br> - Respond to ideas and feelings expressed in artwork. | - Give an opinion about the work of artists. <br> - Say what they like about their work and the work of others <br> - Suggest ways of improving their own work. <br> - Identify similarities and differences between the work of different artists. <br> - Recognise when art is from different cultures and historical periods. <br> - Explain how a design is similar to an artist or style studied. <br> - Describe how the work of an artist makes them feel and explain why. | - Give and explain opinions about the work of artists. <br> - Evaluate the success of their art based on success criteria. <br> - Describe similarities and differences between the work of different artists. <br> - Explain how they know that art is from different cultures and historical periods. <br> - Explain how a design has been inspired by an artist or style. <br> - Identify the techniques used by an artist to create different effects. | - Give and explain opinions about the styles and techniques used in the work of artists. <br> - Evaluate the success of their art and that of their peers based on its purpose and the styles and techniques that have been studied. <br> - Compare the style, technique and impact of the work of different artists. <br> - Explain some of the features of art from historical periods or cultures. <br> - Explain how the style of their own work has been influenced by other artists and research. <br> - Explain why certain tools and techniques were chosen to create art. |
| Artists, Craft Makers, |  | Abstract Art <br> - Jackson Pollock <br> - Wassily Kandinsky | Stone Age Art <br> - Altamira cave paintings <br> - Lascaux caves | Impressionism <br> - Claude Monet <br> - Vincent Van Gogh |


| Designers and Architects <br> Studied |  | - Robert and Sonia Delaunay <br> Animal Art <br> - Henri Rousseau <br> - Henri Matisse <br> 3D Art and Sculpture - Clay Tiles <br> - Amy Meya <br> - Elaine Pinkernell <br> Portraiture <br> - Frida Kahlo <br> - Jamini Roy <br> - Chris Ofili <br> - Paul Klee <br> Landscapes <br> - Etel Adnan <br> - Scott Naismith <br> - Clair Bremner <br> 3D Art and Sculpture - Recycled Materials <br> - Dale Chihuly <br> - Veronika Richterova | - Cuevas de las manos <br> Surrealism <br> - Salvador Dali <br> - Pablo Picasso <br> - Joan Miro <br> - Rene Magritte <br> - Antoni Gaudi <br> Egyptian Art <br> - Tutankhamun tomb paintings <br> - Nefatari tomb paintings <br> 3D Art and Sculpture - Human Forms <br> - Alberto Giacometti <br> - Henry Moore <br> Photorealism <br> - David Hockney <br> - leva Baklane <br> Nature Art <br> - Andy Goldsworthy <br> - Nancy Holt <br> - Walter Mason | - John Constable <br> - J.M.W Turner <br> Photography <br> - Hannah Höch <br> - Edward Weston <br> Pop Art <br> - Andy Warhol <br> - Roy Lichtenstein <br> - Yayoi Kusama <br> 3D Art and Sculpture - Ceramics <br> - Phidias <br> - Geometric pottery (e.g. Dipylon Master) <br> - Black-figure pottery (e.g. Exekias) <br> - Red-figure pottery (e.g. Euphronios) <br> Space <br> - Peter Thorpe <br> - David Wightman <br> - Jenna Douglass <br> Graffiti <br> - Banksy <br> - Eduardo Kobra <br> 3D Art and Sculpture - Kinetic Art <br> - Alexander Calder <br> - Jean Tinguel |
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