	Progression Art						
EYFS	Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. Share their creations, experimenting with colour, design, texture, form and function. Share their creations, experimenting with colour, design, texture, form and function. Share their creations, experimenting with colour, design, texture, form and function. Share their creations, experimenting with colour, design, texture, form and function. Share their creations, experimenting with colour, design, texture, form and function.						
	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6	
Drawing	 Use a variety of tools, inc. pencils, rubbers, crayons, pastels, felt tips, charcoal, ballpoints, chalk and other dry media. Begin to explore the use of line, shape and colour Draw an observational drawing of a natural object. Draw a portrait. Sketch to make quick records of something GD CHALLENGE: Begin to draw for a sustained period of time. 	 As Year 1 plus: Draw for a sustained period of time from the figure and real objects, including single and grouped objects. Experiment with the visual elements; line, shape, pattern and colour. Look at drawings and comment thoughtfully, begin to discuss the use of shadows and use of light/dark. Sketch to make quick records of something Work out ideas through drawing. Use perspective GD CHALLENGE: Begin to independently apply use of shadows and light and dark in their own drawings 	 Experiment with different grades of pencil and other implements. Plan, refine and alter their drawings as necessary. Draw for a sustained period of time at their own level. Use different media to achieve variations in line, texture, tone, colour, shape and pattern. Make initial sketches as a preparation for painting. Demonstrate improved accuracy when drawing. use a rubber softly and heavily to make light and dark (tone). Use symbols in their artwork Identify different ways of representing 	 As year 3 plus: Make informed choices in drawing inc. paper and media. Alter and refine drawings and describe changes using art vocabulary. Use research to inspire drawings from memory and imagination. Explore relationships between line and tone, pattern and shape, line and texture. Identify and draw the effect of light (shadows) on a surface, on objects and people. Begin to create technical drawings. To be able to create patterns using rotation, symmetry and reflection. To be able to create a pattern using stencils. Explore the potential properties of the 	 As year 4 plus: use pencils and felts as instructed to create stylised text Sketch ideas and include technical aspects in their work, Use a variety of source material for their work. Work in a sustained and independent way from observation, experience and imagination. GD CHALLENGE: Consistently and independently apply the techniques learnt to 	 As year 5 plus: Demonstrate a wide variety of ways to make different marks with dry and wet media. Manipulate and experiment with the elements of art: line, tone, pattern, texture, form, space, colour and shape. Observe and use a variety of techniques to show the effect of light on objects and people. E.g use rubbers to lighten, use pencils to show tone, use tones of the same colour. Introduce the concept of perspective. use vanishing points and horizon lines in their artwork to create perspective 	

an object through	visual elements, line,	Produce increasingly
		9 ,
symbols	tone, pattern, texture,	detailed preparatory
Use colours and	colour and shape (cross	sketches for painting
patterns to create	hatch, pointillism etc).	and other work.
effect	•	
		Use line and colour to
GD CHALLENGE:	GD CHALLENGE: Begin to	create illusions
Independently select and	independently use a variety	Create their own illusions
apply different media to	of techniques to show the	using blivets
achieve variations in line,	effect of light on objects	Use foreshortening in
·		
texture, tone, colour	or people. E.G rubbers to	their own work to create
shape and pattern.	lighten, tones of the same	perspective
	colour.	•
		GD CHALLENGE:
		Successfully apply the
		concept of perspective in
		own drawings.

Year 1	У	Year 2	Year 3	Year 4	Year 5	Year 6
th us da De so or Ch th br ap Pa so ca No pr cr co Us cr ba	reate moods in heir paintings by hing a lighter and harker shade. ecide if homething is warm hocool. hoose to use hick and thin hrushes as hopropriate. hint a picture of homething they han see. hame and mix the himary colours to heate secondary holours. howether secondary holours. howether a hackground HALLENGE: hatercolours to he a background	Make tints by adding white.	As in Year 2 plus: Predict with accuracy the colours that they mix. know how to mix different tints, shades and tones of colour, and create the illusion of depth within a picture. Know where each of the primary and secondary colours sits on the colour wheel. Use a range of brushes to create different effects. GD CHALLENGE: Begin to consider use of different effects to introduce mood and feeling to their paintings.	As in Year 3 plus: Create all the colours they need. Create mood in their paintings. Successfully use shading, tone and brushstrokes to create mood and feeling. To be able to design a pattern for a particular purpose. To know about optical mixing, primary, secondary and tertiary colours in the colour wheel and identify pairs of complementary colours. To know how to mix colours using Pointillism.	As in Year 4 plus: Create all the colours they need. Consistently create mood in their paintings. Express their emotions accurately through their painting and sketches.	As in Year 5 plus: Experiment with colour, tone and texture to convey different meanings. Use a wide range of techniques in their work. Assign meaning to objects and colours. Confidently and independently mix colours GD CHALLENGE - Create a still life painting where objects are arranged into visually interesting compositions and the painting reflects it's meaning accurately.

 Cut and tear paper and card for their collages. Gather and sort the materials they will need. Make a sculpture Cut and tear paper and card for their collages. Use craft materials to design their own jewellery Assemble a collage materials to make a useful object Create a mosaic combine materials combine materials and processes to design and make 3D form. Use clay to produce a piece of art, adding Use create a montage to combine materials and processes to design and make 3D form. Use clay to produce a piece of art, adding 		Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
using natural resources Use clay to produce a piece of art. • add artistic features to masks makes them look more elaborate. Use clay to produce a piece of art. • add artistic features to masks makes them look more elaborate. Use clay to produce a • Make a 3d sculpture features. • Combine visual and tactile qualities.	Textiles /	 Cut and tear paper and card for their collages. Gather and sort the materials they will need. Make a sculpture using natural resources Use clay to produce a 	 use craft materials to design their own jewellery Assemble a collage Use different materials to make a useful object add artistic features to masks makes them look more elaborate. 	 Create a mosaic Begin to sculpt clay and other mouldable materials. Add onto their work to create texture and shape. Make a 3d sculpture 	 Experiment with and combine materials and processes to design and make 3D form. Use clay to produce a piece of art, adding layers and artistic features. Combine visual and 	 To be able to create a montage to portray movement using photography To use a press print to create movement art design and make 	Year 6

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
(Knowledge and understanding) Sketchbooks / research/evaluate	Record and explore ideas from first hand observation, experience and imagination. Describe what they can see and like in the work of another artist. Ask sensible questions about a piece of art. Evaluate Show interest in and describe what they think about the work of others. Say what they like about their own work.	As year 1 plus; Say how other artists have used colour, pattern and shape. To know about the work of a range of artists, describing the differences and similarities between different practices and disciplines, in the context of learning about Claude Monet, Vincent van Gogh and Jean Metzinger Compare two of LS Lowry's paintings Record and explore ideas from first hand observation, experience and imagination. Annotate work in sketchbook.	As year 2 plus: Explore the roles and purposes of artists, craftspeople and designers working in different times and cultures. Make notes in their sketch books about techniques used by artists. Compare the work of different artists. Explore work from other cultures. Explore work from other periods of time. Begin to understand the viewpoints of others by looking at images of people and understand how they are feeling and what the artist is trying to express in their work. Evaluate Suggest improvements to their work by keeping notes in their sketch books. Use their sketch books to express feelings about a subject and to describe likes and dislikes.	As year 3 plus: Collect images and information independently in a sketchbook. Experiment with different styles which artists have used. Explain art from other periods of history. Evaluate Use their sketch books to adapt and improve their original ideas. Keep notes about the purpose of their work in their sketch books.	As year 4 plus: To comment on how artists use form and figures in movement art To study facial expressions relating to movement. To study the techniques of artists when portraying movement. express their own ideas, and explain the views of others, about graffiti identify and discuss the meaning of satirical works of art To learn about the roles and purposes of artists, craftsmen and designers working in different cultures and times. Know how designers use colour, shape and texture to create effects.	As year 5 plus: To explore and discuss the work of WWI artists To understand the power and use of propaganda art Know and comment on the work of still life artists To explore how artists create illusions by playing with perspective. To explore how artists use trompe l'oeil to create illusions. To explore how artists use foreshortening to give perspective. Make a record about the styles and qualities in their work. Sketchbooks contain detailed notes, and quotes explaining about items. Evaluate Say what their work is influenced by. Explain what their own style is. Explain why they have chosen specific painting techniques. Compare their methods to those of others and keep notes in their

					 Keep notes in their sketch books as to how they might develop their work further. Use their sketch books to compare and discuss ideas with others. regularly analyse and reflect on their progress taking account of what they hoped to achieve. Compare their work with others as part of the process of evaluation Evaluate the work of a partner fairly. Suggest further design ideas for if they were to do something again 	Express their own thoughts and opinions about different artworks • Adapt and refine their work to reflect its meaning and purpose, keeping notes and annotations in their sketch books.
Suggested artists	Colours	African art	Plant/insect artists	Pointillism	People in action	WW1
	Piet Mondrian	Ibrahim El Salahi	Louise Bourgeois.	George Seurat Signac	Muybridge, Boccioni and	Paul Nash
	Mark Rothko	Tracy Rose	Jennifer Angus.	Angrand	Delaunay,	Edward Hanley read
	Paul Klee	Abdoulaye Konate		Luce.		Louis weirter
	Jackson Pollock	Dilomprizulike	European artists	•	Street art	George F Caroline
	Robert Delaunay	Sokari Douglas Camp	Anselm Kiefer	Patterns	Banksy	
	Wassily Kandinsky		/Michelangelo / architect	William Morris	Vhils	Objects
	N1.4	Landscapes and	Le Corbusier / Rembrandt	Gustav Klimt, Anni Albers	Tavar Zawacki	Chardin
	Nature	cityscapes	/ designer Coco Chanel /	Damien Hirst	Roa	Paul Cezanne
	Andy Goldsworthy	Claude Monet	Salvador Dali	Sarah Morris	Spy	Van Gogh
	William Morris Henri Rousseau and	Vincent van Gogh	Tournova		Storios	Giorgio Morandi Tom Wesselmann
		Jean Metzinger	Journeys Paul Klee		Stories Leon Bakst	Tom Wessemann
	George Stubbs (animals in nature)	LS Lowry	ruui Niee		LEUR DUKST	Op art
	(animais in nature)	LOUNTY				Trompe l'oeil
	Portraits					Escher
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Paul Klee			Dalí
Any Warhol			Duchamp
Pablo Picasso			
Paul Cezanne			
Leonardo Davinci			
Henri Matisse			
Gustav Klimt			
Vincent Van Gough			