|  | EYFS | KS1 |  | KS2 |  |  |  |
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| By the End of the KS pupils learn; | Early Learning Goal To safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. | To use a range of materials creatively to design and make products To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination. <br> To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space. <br> Pupils learn about 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. |  | To create sketch books to record their observations and use them to review and revisit ideas <br> To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay] Pupils learn about the work of great artists, architects and designers in history and discus |  |  |  |
|  | EY-Reception | Y1 | Y2 | Y3 | Y4 | Y5 | Y6 |
|  | - Look at art works and talk about it in terms of what they can see, and whether they like it or not. <br> - Look and talk about what they have produced, describing simple techniques and media used. | - Look at and talk about own work and that of other artists and the techniques they had used expressing their likes and dislikes. <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. | - Continue to explore the work of a range of artists, craft makers and designers, making comparisons and describing the differences and similarities and making links to their own work. <br> - Express thoughts and feelings about a piece of art. <br> - Reflect and explain the successes and challenges in a piece of art created. <br> - Explain how a piece of art makes them feel - link to emotions. Identify changes they might make or how their work could be developed further. | - 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 <br> - Discuss own and others work, expressing thoughts and feelings, and using knowledge and understanding of artists and techniques. <br> - Respond to art from other cultures and other periods of time. | - Discuss and review own and others work, expressing thoughts and feelings, and identify modifications/ changes and see how they can be developed further. <br> - Begin to explore a range of great artists, architects and designers in history. | - Recognise the art of key artists and begin to place them in key movements or historical events. <br> - 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 who have worked in a similar way to their own work. <br> - Explore a range of great artists, architects and designers in history. <br> - Compare the style of different styles and approaches. | - Discuss and review own and others work, expressing thoughts and feelings explaining their views. <br> - Identify artists who have worked in a similar way to their own work. <br> - Explore a range of great Artists, architects and designers in history. |

Progression Map for Art and Design

| $\begin{aligned} & \text { 을 } \\ & \text { 言 } \end{aligned}$ | - Enjoy using graphic tools, fingers, hands, chalk, pens and pencils. <br> - Use and begin to control a range of media. <br> - Draw on different surfaces and coloured paper. <br> - Produce lines of different thickness and tone using a pencil. <br> - Start to produce different patterns and textures from observations, imagination and illustrations. | 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. <br> - Draw on different surfaces with a range of media. <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. | - Continue to investigate tone by drawing light/dark lines, light/dark patterns, light/dark shapes using a pencil. <br> - Drawlines/marks from observations. <br> - Demonstrate control over the types of marks made with a range of media such as crayons, pastels, felt tips, charcoal, pen, chalk. <br> - Understand tone through the use of different grades of pencils ( $H B, 2 B, 4 B$ ) | - Develop intricate patterns/ marks with a variety of media. <br> - Demonstrate experience in different grades of pencil and other implements to draw different forms and shapes. <br> - Begin to indicate facial expressions in drawings <br> - Begin to show consideration in the choice of pencil grade they use | Develop intricate patterns using different grades of pencil and other implements to create lines and marks. <br> - Draw for a sustained period of time at an appropriate level. <br> - Experiment with different grades of pencil and other implements to achieve variations in tone and make marks on a range of media. <br> - Have opportunities to develop further drawings featuring the third dimension and perspective. <br> - Further develop drawing a range of tones, lines using a pencil. <br> - Include in their drawing a range of technique and begin to understand why they best suit. <br> - Begin to show awareness of <br> - representing texture through the choice of marks and lines made <br> - Attempt to show reflections in a drawing <br> - Begin to use media and techniques (line, tone, colour) to show representation of movement in figures and forms. | - Work in a sustained and independent way to create a detailed drawing. <br> - Develop a key element of their work: line, tone, pattern, texture. <br> - Use different techniques for different purposes i.e. shading, hatching within their own work. <br> - Start to develop their own style using tonal contrast and mixed media. <br> - Have opportunities to develop further simple perspective in their work using a single focal point and horizon. <br> - Begin to develop an awareness of composition, scale and proportion in their paintings. <br> - Use drawing techniques to work from a variety of sources including observation, photographs and digital images. <br> - Develop close observation skills using a variety of view finders. | - Work in a sustained and independent way to develop their own style of drawing. <br> - This style may be through the development of: line, tone, pattern, texture. <br> - Draw for a sustained period of time over a number of sessions working on one piece. <br> - Use different techniques for different purposes i.e. shading, hatching within their own work, understanding which works well in their work and why. <br> - Develop their own style using tonal contrast and mixed media <br> - Have opportunities to develop further simple perspective in their work using a single focal point and horizon. <br> - Develop an awareness of composition, scale and proportion in their paintings. |
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## Progression Map for Art and Design



Progression Map for Art and Design

| $\stackrel{\circ}{\text { m }}$ | - Enjoy using a variety of malleable media such as clay, papier mache, salt dough. Impress and apply simple decoration. <br> - Cut shapes using scissors and other modelling tools. <br> - Build a construction/ sculpture using a variety of objects e.g. recycled, natural and manmade materials. | - 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. a 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, including painting. <br> - Use tools and equipment safely and in the correct way. | - Use equipment and media with increasing confidence. <br> - Use clay, modroc or other malleable material to create an imaginary or realistic form - e.g. clay pot, figure, structure etc... <br> - Explore carving as a form of 3D art. | - Use equipment and media with confidence. <br> - Begin to show an awareness of objects having a third dimension and perspective. <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. | - Work in a safe, organised way, caring for equipment. <br> - $\quad$ 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: e.g. newspaper frame for modroc. <br> - Use recycled, natural and manmade materials to create sculptures. <br> - Adapt work as and when necessary and explain why. <br> - Gain more confidence in carving as a form of 3D art. <br> - Use language appropriate to skill and technique. <br> - Demonstrate awareness in environmental sculpture and found object art. <br> - Show awareness of the effect of time upon sculptures.. | - Work in a safe, organised way, caring for equipment. Secure work to continue at a later date. <br> - 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 model ling over an armature: newspaper frame for mod-roc. <br> - Use recycled, natural and manmade materials to create sculptures, confidently and successfully joining. <br> - Show increasing confidence to carve a simple form. <br> - Use language appropriate to skill and technique | - Work in a safe, organised way, caring for equipment. Secure work to continue at a later date. <br> - 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. Confidently carve a simple form. <br> - Solve problems as they occur. <br> - Use language appropriate to skill and technique. |
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Progression Map for Art and Design

| $\begin{aligned} & \text { 을 } \\ & \text {. } \\ & \text { 른 } \end{aligned}$ | - Enjoy taking rubbings: leaf, brick, coin. Simple pictures by printing from objects. <br> - Develop simple patterns by using objects. <br> - Enjoy using stencils to create a picture. | - Explore printin gsimple pictures with a range of hard and soft materials e.g. cork, pen barrels, sponge. <br> - Experience impressed printing: e.g. printing from objects. <br> - Use equipment and media <br> - correctly and be able to produce <br> - a clean printed image. <br> - Explore printing in relief :e.g. <br> - String and card. <br> - Begin to identify forms of <br> - printing: Books, posters pictures, <br> - fabrics. <br> - Use printmaking to create a <br> - repeating pattern. | - Continue to explore printing simple pictures with a range of hard and soft materials e.g. cork, pen barrels, sponge. <br> - Demonstrate experience at impressed printing: drawing into ink, printing from objects. <br> - Use equipment and media correctly and be able to produce a clean printed image. <br> - Make simple marks on rollers and printing palettes <br> - Take simple prints i.e. mono - printing. <br> - Experiment with over printing motifs and colour. | - Print simple pictures using different printing techniques. <br> - Continue to explore both mono- printing and relief printing. <br> - Demonstrate experience in 3 colour printing. <br> - Demonstrate experience in combining prints taken from different objects to produce an end piece. | - Increase awareness of mono and relief printing. <br> - Demonstrate experience in fabric printing. <br> - Expand experience in 3 colour printing. <br> - Continue to experience in combining prints taken from different objects to produce an end piece. | - Use tools in a safe way. Continue to gain experience in overlaying colours. <br> - Start to overlay prints with other media. <br> - Use print as a starting point to embroidery. Show experience in a range of mono print techniques. | - Demonstrate experience in a range of printmaking techniques. <br> - Describe techniques and processes. <br> - Adapt their work according to their views and describe how they might develop it further. <br> - Develop their own style using tonal contrast and mixed media. |
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|  | - Enjoy playing with and using a variety of textiles and fabric. <br> - Decorate a piece of fabric. Show experience in simple stitch work. <br> - Show experience in simple weaving: paper, twigs. <br> - Show experience in fabric collage: layering fabric. <br> - Use appropriate language to describe colours, media, equipment and textures. | - Investigate textures by describing, naming, rubbing, copying. <br> - $\quad$ Produce an expanding range of patterns and textures. <br> - Begin to understand how colours can link to moods and feelings in art. <br> - Use printmaking to create a repeating pattern. | - Demonstrate experience in surface patterns/ textures and use them when appropriate. <br> - Investigate textures and produce an expanding range of patterns. <br> - Use line and tone in different media to consider shape, shade, pattern and texture. <br> - Use natural materials to consider pattern and texture (e.g. stones, leaves, feathers, sticks, grasses, shells) <br> - Express links between colour and emotion. | - Create textures and patterns with a wide range of drawing implements. <br> - Create textures and patterns with a wide range of drawing implements. <br> - Create art works from natural materials to show an awareness of different viewpoints of the same object. | - Experiment with different grades of pencil and other implements to achieve variations in tone. <br> - Use complimentary and contrasting colours for effect | - Include tones, tints, light and shade becoming increasingly subtle as skills and understanding of techniques develops. | - Consider the use of colour for mood and atmosphere. |

Progression Map for Art and Design


