

Art and Design Progression of Skills

Making Skills

	Drawing	Painting	Craft, design, materials and techniques
Year One	Explore mark making, experiment with drawing lines and use 2D shapes to draw.	Develop skill and control when painting. Paint with expression.	Learn a range of materials and techniques such as clay, sketching, printing and collage.
Year Two	Explore drawing techniques, begin to apply tone to describe form, develop skill and control with a range of drawing materials.	Further improve skill and control when painting. Paint with creativity and expression.	Use a range of materials to design and make products including craft, weaving, printmaking, sculpture and clay.
Year Three	Develop drawing skills by drawing from direct observation, applying and using geometry and tonal shading when drawing. Use a range of drawing media.	Increase skill and control when painting. Apply greater expression and creativity to own paintings.	Use materials such as paper weaving, tie dying, sewing and other craft skills to design and make products.
Year Four	Draw still life from observation and for mark making. Further develop understanding of geometry and mathematical proportion when drawing.	Develop skill and control when painting. Paint with expression. Analyse painting by artists.	Make art from recycled materials, create sculptures, print and create using a range of materials. Learn how to display and present work.
Year Five	Further develop drawing from observation. Draw using perspective, mathematical processes, design, detail and line.	Control brush strokes and apply tints and shades when painting. Paint with greater skill and expression.	Create mixed media art using found and reclaimed materials. Select materials for a purpose.
Year Six	Learn and apply new drawing techniques such as negative drawing, chiaroscuro, expression, sketching and still life.	Learn and apply new drawing techniques such as negative drawing, chiaroscuro, expression, sketching and still life.	Create photomontages, make repeat patterns using printing techniques, create digital art and 3D sculptural forms.

Art and Design Progression of Skills

Generating Ideas

	Sketchbooks	Creating Original Artwork
Year One	Use sketchbooks through teacher modelling. Use sketchbooks to record thoughts and ideas and to experiment with materials.	Explore and create ideas for purposes and intentions.
Year Two	Use sketchbooks more effectively through further teacher modelling. Use sketchbooks to record thoughts and ideas and to experiment with materials.	Use artist sources to develop their own original artwork. Gaining inspiration for artwork from the natural world.
Year Three	Use sketchbooks to generate ideas and record thoughts and observations. Make records of visual experiments	Create personal artwork using the artwork of others to stimulate them.
Year Four	Use sketchbooks for planning and refining work, to record observations and ideas and developing skill and technique.	Use literary sources to inspire art. Express thoughts and feelings through the tactile creation of art. Manipulate materials to achieve desired effects. Represent ideas from multiple perspectives.
Year Five	Develop ideas through sketches, enhance knowledge, skill and technique using experimental media in sketchbooks.	Express thoughts and feelings about familiar products. Design new architectural forms, design and invent new products, link artwork to literary sources. Create and invent for purposes.
Year Six	Make personal investigations and record observations in sketchbooks. Record experiments with media and try out new techniques and processes in sketchbook.	Develop personal, imaginative responses to a theme. Produce personal interpretations of cherished objects, show thoughts and feelings through pattern, create imaginative 3D forms to create meaning. Express ideas about art through messages, graphics, text and images.

Art and Design Progression of Skills

Formal Elements

	Colour	Form	Line	Pattern
Year One	Remember the primary colours and how to mix them to create secondary colours. Create shades of a colour and choose and justify colours for purpose.	Learn about form and space through making sculptures and developing language.	Use, express and experiment with line for purpose, then use appropriate language to describe lines.	Understand patterns in nature, design and make patterns in a range of materials.
Year Two	Mix, apply and refine colour mixing for purpose using wet and dry media. Describe their colour selections.	Extend their practical ability to create 3D sculptural forms and begin to understand how to represent form when drawing.	Draw lines with increased skill and confidence. Use line for expression when drawing portraits.	Learn a range of techniques to make repeating and non-repeating patterns. Identify natural and man-made patterns. Create patterns of their own.
Year Three	Increase awareness and understanding of mixing and applying colour, including use of natural pigments. Use aspects of colour such as tints and shades, for different purposes.	Further develop their ability to describe 3D form in a range of materials, including drawing.	Express and describe organic and geometric forms through different types of line.	Construct a variety of patterns through craft methods. Further develop knowledge and understanding of pattern.
Year Four	Analyse and describe colour and painting techniques in artists work. Manipulate colour for print.	Develop their ability to describe and model form in 3D using a range of materials. Analyse and describe how artists use and apply form in their work.	Learn and apply symmetry to draw accurate shapes. Analyse and describe how artists use line in their work.	Create original designs for patterns using geometric repeating shapes. Analyse and describe how other artists use pattern.
Year Five	Select and mix more complex colours to depict thoughts and feelings	Further extend their ability to describe and model form in 3D using a range of materials.	Extend and develop a greater understanding of applying expression when using line.	Construct patterns through various methods to develop their understanding.
Year Six	Mix and apply colours to represent still life objects from observation. Express feelings and emotions through colour. Study colours used by Impressionist painters.	Express and articulate a personal message through sculpture. Analyse and study artists' use of form.	Deepen knowledge and understanding of using line when drawing portraits. Develop greater skill and control. Study and apply the techniques of other artists.	Represent feelings and emotions through patterns. Create sophisticated artwork using their knowledge of pattern.

Art and Design Progression of Skills

Formal Elements

	Shape	Texture	Tone
Year One	Identify, describe and use shape for purpose.	Use materials to create textures.	Understand what tone is and how to apply this to their own work.
Year Two	Compose geometric designs by adapting the work of other artists to suit their own ideas.	Identify and describe different textures. Select and use appropriate materials to create textures.	Experiment with pencils to create tone. Use tone to create form when drawing.
Year Three	Identify, draw and label shapes within images and objects. Create and form shapes from 3D materials.	Analyse and describe texture within artists' work.	Develop skill and control when using tone. Learn and use simple shading rules
Year Four	Create geometric compositions using mathematical shapes. Analyse and describe the use of shape in artist's work.	Analyse and describe texture within artists' work.	Use a variety of tones to create different effects. Understand tone in more depth to create 3D effects. Analyse and describe use of tone in artists' work.
Year Five	Composing original designs by adapting and synthesising the work of others. Analyse and evaluate artists' use of shape.	Using texture within drawings to show careful observation and understanding of illustrating different surfaces.	Develop an increasing sophistication when using tone to describe objects when drawing. Analyse artists' use of tone.
Year Six	Fluently sketch key shapes of objects when drawing. Create abstract compositions using knowledge of other artists' work.	Explore art through a range of different textural mediums.	Increase awareness of using tone to describe light and shade, contrast, highlight and shadow. Manipulate tone for halo and chiaroscuro techniques

Art and Design Progression of Skills

Evaluating

	Identifying differences and similarities to others work	Reflecting
Year One	Recognise and describe key features of their own and other's work.	Describe what they feel about their work and the art of others.
Year Two	Compare other's work, identifying similarities and differences.	Describe choices and preferences using the language of art.
Year Three	Discuss own and other's work using an increasingly sophisticated use of art language (formal elements).	Reflecting on their own work in order to make improvements.
Year Four	Build a more complex vocabulary when discussing your own and others' art.	Reflecting on their own work in order to make improvements.
Year Five	Develop a greater understanding of vocabulary when discussing their own and others' work.	Regularly analysing and reflecting on their intentions and choices.
Year Six	Use the language of art with greater sophistication when discussing own and others art.	Give reasoned evaluations of their own and others work which takes account of context and intention.

Art and Design Vocabulary Progression

	Formal Elements of art	Art and Design Skills	Landscapes using different media	Sculptures and collages
Year One	abstract composition modern art pop art optical illusion shape photorealism primary colours secondary colours	2D shapes 3D shapes abstract contemporary drawing mediums narrative printing shade tudor-style house	figurative horizon line impressionism landscape post-impressionism representation shading tones	bronze symmetrical contemporary etching land art metallic pattern sculpture sketch textile
	Formal Elements of art	Art and Design Skills	Human Form	Sculpture and mixed media
Year Two	tessellation repeating pattern overprinting rubbing frottage 3D Drawing dada surrealism pop art	air drying clay ceramics concentric circles repeating pattern score sketch slip tone	choreograph collaboration contemporary Day of the dead mixed media sculpture self-portrait symbolism	blend cartoon colour wash comic dot matrix illustrator pop art sculpture

Art and Design Vocabulary Progression

	Formal Elements of art	Art and design skills	Prehistoric Art	Craft
Year Three	3D form facial features geometric shapes guidelines shading sketching template tone	cartoonist character minimal opaque puppet sketching style three- dimensional tint tone	cave artists charcoal geometric shapes Iron age line drawing native prehistoric proportions Stone age texture tone	interior designer intersectional points loom card frame mood board personality running- stitch synthetic materials textile designer wrap wax resist weave weft
	Formal Elements of art	Art and design skills	Every picture tells a story	Sculpture
Year Four	2D shapes abstract charcoal pattern reflection symmetrical texture	Lenticular lens optical illusion score sequential order thematic	abstract narrative pop art preparatory drawing re-enact	composition contrast crochet geometric pattern maracas optical effect percussion instruments pitch quaver recycle sketch upcycle wax resist

Art and Design Vocabulary Progression

	Formal Elements: Architecture	Art and design skills	Every picture tells a story	Design for a purpose
Year Five	abstract amphitheatre ancient architects composition cryptic legacy mono-print ornate pattern plaque representation shading sketch symbolism	analytical observational drawing annotation collage computer-aided design continuous line drawing diagram exploded-diagram invention portrait prototype sketch texture	abstract anonymous emoji's mural pictograms street art symmetrical	client collaboration design brief font heraldry logo pitch presentation prototype sketch slogan soundbite template urban unique-selling- point
	Art and design skills	Make my voice heard	Photography	Still Life
Year Six	abstract herringbone milliner mindfulness pattern polyprint tile prototype realism symbolism Zentangle patterns	abstract chiaroscuro composition figurative graffiti art parallel lines serif symbolism tag	composition crop digital expression lens macro photography self portrait technique truism	abstract cartoon charcoal colour wheel composition cuboid greyscale hue negative image sketching underpainting visual minutes still life

Art and Design Progression of Skills

Knowledge of artists

Artists, craftspeople, designers

Year One

Year Two

Year Three

Year Four

Year Five

Year Six

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