**Progression in Skills – Art**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
|  | **EYFS** | **Year 1** | **Year 2** | **Year 3** |
| **Learning** | **30-50 months**  • Explores colour and how colours can be changed.(EUM&M)  • Understands that they can use lines to enclose a space, and then begin to use these shapes to represent objects. (EUM&M)  **40-60 months**  • Explores what happens when they mix colours.(EUM&M)  • Experiments to create different textures.(EUM&M)  • Chooses particular colours to use for a purpose.(BI)  **ELG**  •They safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. (EUM&M)  •They represent their own ideas, thoughts and feelings through design and technology, art, music, dance, role play and stories.(BI) | •use artwork to record ideas, observations and experiences  • experiment with different materials to design and make product  • explain what he/she likes about the work of others  • know the names of tools, techniques and elements that he/she uses | • try out different activities and make sensible choices about what to do next  • select particular techniques to create a chosen product and develop some care and control over materials and their use  • give reasons for his/her preferences when looking at art/craft or design work  • know that different artistic works are made by craftspeople from different cultures and times | • use a sketchbook for recording observations, for experimenting with techniques or planning out ideas  • experiment with different materials to create a range of effects and use these techniques in the completed piece of work  • explain what he/she likes or dislikes about their work  • know about some of the great artists, architects and designers in history and describe their work |
| **Techniques** | •Use a variety of tools including pencils, rubbers, crayons, pastels, felt tips, charcoal, ballpoints, chalk and other dry media to represent objects in lines.  • explore mark-making using a variety of tools  • make structures by joining simple objects together  • cut, glue and trim material to create images from a variety of media e.g. photocopies, fabric, crepe paper, magazines  • make marks in print using found objects and basic tools and use these to create repeating patterns  • sort, cut and shape fabrics and experiment with ways of joining them | | •experiment with tones using pencils, chalk or charcoal  •represent things observed, remembered or imagined using colour/tools  •experiment with basic tools on rigid and flexible materials  •he/she is able to make textured collages from a variety of media and by folding, crumpling and tearing materials  •use a variety of techniques including carbon printing, relief, press and fabric printing and rubbings  •develop techniques to join fabrics and apply decorations such as a running or over stitch | • explore shading, using different media  • understand and identify key aspects such as complementary colours, colour as tone, warm and cold colours  • compare and recreate form of natural and manmade objects  • he/she is able to create a collage using overlapping and layering  • create printing blocks using relief or impressed techniques  • add detail to work using different types of stitch, including cross-stitch |
|  | **Year 4** | | **Year 5** | **Year 6** |
| **Learning** | • use a sketchbook for collecting ideas and developing a plan for a completed piece of artwork  • use taught technical skills to adapt and improve his/her work  • articulate how he/she might improve their work using technical terms and reasons as a matter of routine  • describe some of the key ideas, techniques and working practices of artists, architects and designers who he/she has studied | | • develop different ideas which can be used and explain his/her choices for the materials and techniques used  • confidently and systematically investigate the potential of new and unfamiliar materials and use these learnt techniques within his/her work  • evaluate his/her work against their intended outcome • research and discuss various artists, architects and designers and discuss their processes and explain how these were used in the finished product | • select ideas based on first hand observations, experience or imagination and develop these through open ended research  • refine his/her use of learnt techniques  • adapt his/her own final work following feedback or discussion based on their preparatory ideas  • describe the work and ideas of various artists, architects and designers, using appropriate vocabulary and referring to historical and cultural contexts  • explain and justify preferences towards different styles and artists |
| **Techniques** | • draws familiar objects with correct proportions • create different effects by using a variety of tools and techniques such as bleeds, washes, scratches and splashes  • plan a sculpture through drawing and other preparatory work  • experiment with creating mood, feeling, movement and areas of interest by selecting appropriate materials and learnt techniques  • use a variety of techniques e.g. marbling, silkscreen and cold water paste  • print on fabrics using tie-dyes or batik | | • use line, tone and shading to represent things seen, remembered or imagined in three dimensions  • mix colours to express mood, divide foreground from background or demonstrate tones  • develop skills in using clay including slabs, coils and slips  • add collage to a painted, drawn or printed background using a range of media, different techniques, colours and textures  • experiment with using layers and overlays to create new colours/textures  • return to work over longer periods of time and use a wider range of materials | • begin to develop an awareness of composition, scale and proportion in their work  • use simple perspective in their work using a single focal point and horizon  • use techniques, colours, tones and effects in an appropriate way to represent things seen - brushstrokes following the direction of the grass, stippling to paint sand, watercolour bleeds to show clouds  • produce intricate patterns and textures in a malleable media  • use different techniques, colours and textures when designing and making pieces of work and explain his/her choices  • create intricate printing patterns by simplifying and modifying sketchbook designs  • follow a design brief to achieve an effect for a particular function |