



Progression of Skills Art and Design



Big idea	Aspect	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Humankind	Human form	AOL: PD AOL: Exp A&D Represent different parts of the human body from observation, imagination or memory with attention to some detail.	Represent the human face, using drawing, painting or sculpture, from observation, imagination or memory with some attention to facial features.	Represent the human form, including face and features, from observation, imagination or memory.	Draw, paint or sculpt a human figure in a variety of poses, using a range of materials, such as pencil, charcoal, paint and clay.	Explore and develop three-dimensional art that uses the human form, using ideas from contemporary or historical starting points. I am Warrior Blue Abyss	Explore and create expression in portraiture. Off with her head Time Traveller	Use distortion, abstraction and exaggeration to create interesting effects in portraiture or figure drawing. ID
Creativity	Creation	AOL: PD AOL: Exp A&D Create art in different ways on a theme, to express their ideas and feelings.	Design and make art to express ideas. Paws, Claws and Whiskers The Enchanted Woodland	Select the best materials and techniques to develop an idea. Muck, Mess and Mixture Coastline Bright Lights, big city Bounce Wriggle and Crawl	Use and combine a range of visual elements in artwork. Burps, Bottoms and Bile Urban Pioneers	Develop techniques through experimentation to create different types of art. I am Warrior Blue Abyss Road Trip USA	Produce creative work on a theme, developing ideas through a range of preliminary sketches or models. Off with her head Time Traveller Pharaohs	Create innovative art that has personal, historic or conceptual meaning. A Child's War Blood Heart
	Generation of ideas	AOL: Exp A&D Communicate their ideas as they are creating artwork.	Communicate their ideas simply before creating artwork.	Make simple sketches to explore and develop ideas. Muck, Mess and Mixture Wriggle and Crawl	Use preliminary sketches in a sketchbook to communicate an idea or experiment with a technique. Urban Pioneers Tribal tales	Create a series of sketches over time to develop ideas on a theme or mastery of a technique. Blue Abyss	Review and revisit ideas and sketches to improve and develop ideas.	Gather, record and develop information from a range of sources to create a mood board or montage to inform their thinking about a piece of art. Revolution
	Evaluation	AOL: Exp A&D Share their creations with others, explaining their intentions and the techniques and tools they used.	Say what they like about their own or others' work using simple artistic vocabulary. Paws, Claws and Whiskers	Analyse and evaluate their own and others' work using artistic vocabulary.	Make suggestions for ways to adapt and improve a piece of artwork. Urban Pioneers	Give constructive feedback to others about ways to improve a piece of artwork.	Compare and comment on the ideas, methods and approaches in their own and others' work.	Adapt and refine artwork in light of constructive feedback and reflection. Revolution
Materials	Malleable materials	AOL: PD AOL: Exp A&D Manipulate malleable materials into a variety of shapes and forms using their hands and other simple tools.	Manipulate malleable materials by squeezing, pinching, pulling, pressing, rolling, modelling, flattening, poking, squashing and smoothing. Superheroes Dinosaur Planet	Press objects into a malleable material to make textures, patterns and imprints. Bounce	Create a 3-D form using malleable or rigid materials, or a combination of materials. Burps, Bottoms and Bile Tribal tales	Use clay to create a detailed or experimental 3-D form. I am Warrior Blue Abyss	Create a relief form using a range of tools, techniques and materials.	Create a 3-D form using malleable materials in the style of a significant artist, architect or designer. Blood Heart Hola Mexico
	Paper and fabric	AOL: PD AOL: Exp A&D Cut, tear, fold and stick a range of papers and fabrics.	Use textural materials, including paper and fabric, to create a simple collage. Paws, Claws and Whiskers Rio de Vida	Create a range of textures using the properties of different types of paper.	Weave natural or man-made materials on cardboard looms, making woven pictures or patterns. Tribal tales	Use a range of stitches to add detail and texture to fabric or mixed-media collages.	Make and use paper to explore traditional crafting techniques.	Combine the qualities of different materials including paper, fabric and print techniques to create textural effects. ID A Child's War Revolution Darwin's Delights
	Paint	AOL: Exp A&D Use primary and other coloured paint and a range of methods of application.	Identify and use paints in the primary colours. The Enchanted Woodland	Identify and mix secondary colours. Muck, Mess and Mixture	Identify, mix and use contrasting coloured paints.	Identify, mix and use warm and cool paint colours to evoke warmth or coolness in a painting.	Mix and use tints and shades of colours using a range of different materials, including paint. Sow, Grow and Farm	Use colour palettes and characteristics of an artistic movement or artist in artwork.
	Printing	AOL: PD AOL: Exp A&D Make simple prints using a variety of tools, including print blocks and rollers.	Make simple prints and patterns using a range of liquids including ink and paint.	Use the properties of various materials, such as clay or polystyrene, to develop a block print.	Make a two-colour print.	Combine a variety of printmaking techniques and materials to create a print on a theme.	Add text or printed materials to a photographic background. Stargazers	Use the work of a significant printmaker to influence artwork. Darwin's Delights Revolution
	Pencil, ink, charcoal and pen	AOL: PD AOL: Exp A&D Select appropriate tools and media to draw with.	Use soft and hard pencils to create different types of line and shape. Paws, Claws and Whiskers	Use the properties of pencil, ink and charcoal to create different patterns, textures and lines, and explore shape, form and space.	Add tone to a drawing by using linear and cross-hatching, scumbling and stippling.	Use the properties of pen, ink and charcoal to create a range of effects in drawing.	Use pen and ink (ink wash) to add perspective, light and shade to a composition or model.	Use line, tone or shape to draw observational detail or perspective. Darwin's Delights
Nature	Natural art	AOL: Exp A&D Use natural materials and loose parts to make 2-D and 3-D art.	Make transient art and pattern work using a range or combination of man-made and natural materials. The Enchanted Woodland Bright Lights, big city	Draw, paint and sculpt natural forms from observation, imagination and memory. Coastline	Use nature and natural forms as a starting point for artwork.	Represent the detailed patterns found in natural phenomena, such as water, weather or animal skins. Blue Abyss	Record and edit natural forms, animals and landscapes with clarity, using digital photography and graphics software.	Create art inspired by or giving an environmental message.
Place and space	Landscapes	AOL: PD AOL: Exp A&D Draw or paint a place from observation or imagination.	Draw or paint a place from memory, imagination or observation. Bright Lights, big city	Draw or paint features of landscape from memory, imagination or observation, with some attention to detail.	Draw, collage, paint or photograph an urban landscape. Urban Pioneers	Choose an interesting or unusual perspective or viewpoint for a landscape.	Use a range of materials to create imaginative and fantasy landscapes.	Draw or paint detailed landscapes that include perspective.
Comparison	Compare and contrast	AOL: Exp A&D Discuss similarities and differences in their own and others' work, linked to visual elements, such as colour, scale, subject matter, composition and type.	Identify similarities and differences between two or more pieces of art.	Describe similarities and differences between artwork on a common theme. Street Detectives	Compare artists, architects and designers and identify significant characteristics of the same style of artwork, structures and products through time. Urban Pioneers Tribal tales	Compare and contrast artwork from different times and cultures. Road Trip USA	Describe and discuss how different artists and cultures have used a range of visual elements in their work. Off with her head	Compare and contrast artists' use of perspective, abstraction, figurative and conceptual art.



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Significance

**Significant
people, artwork
and movements**

AOL: Exp A&D Explore artwork by famous artists and talk about their likes and dislikes.

Describe and explore the work of a significant artist.

Explain why a painting, piece of artwork, body of work or artist is important.
Muck, Mess and Mixture

Work in the style of a significant artist, architect, culture or designer.

Explain the significance of art, architecture or design from history and create work inspired by it.

Investigate and develop artwork using the characteristics of an artistic movement.
[Time Traveller](#)

Explain the significance of different artworks from a range of times and cultures and use elements of these to create their own artworks.
[Revolution](#)