



Art and Design skills progression

	F2	KS1	LKS2	UKS2
Drawing	<ul style="list-style-type: none"> enjoy using graphic tools, fingers, hands, chalk, pens and pencils hold and use drawing tools such as pencils and crayons with beginning dexterity use and begin to control a range of media draw on different surfaces and coloured paper understand that lines can enclose a space and use these shapes to represent objects look and talk about what they have produced, describing what media and technique has been used 	<ul style="list-style-type: none"> experiment with a variety of media; pencils, rubbers, charcoal, pastels, crayons, pen, felt tips, chalk control the types of marks made with the range of media draw on different surfaces with a range of media. Investigate and develop using a pencil and other media to create tone drawing light/ dark lines, light/dark patterns use a view finder to select a view, or visual shapes in an image and then record what is selected within the frame begin to draw from observation using line and tone to represent things seen 	<ul style="list-style-type: none"> experiment with different grades of pencils and other media to create lines and marks begin to show an awareness of objects having a third dimension and perspective explore shading, using different media to achieve a range of light and dark tones begin to apply rules of simple scale and perspective make a quick studies from observation to record action or movement 	<ul style="list-style-type: none"> have opportunities to develop further simple perspective in their work using single focal point and horizon develop an awareness of composition, scale and proportion in their drawings develop their own style using mixed media work in a sustained and independent way to develop their own style of drawing this style may be through the development of line, tone, pattern, texture
Painting	<ul style="list-style-type: none"> explore colours and how colours can be changed explore different media and know it can be combined to create different effects 	<ul style="list-style-type: none"> select and use different brushes to explore and make marks of different thicknesses spread and apply paint to make backgrounds using a wide brush investigate, experiment, mix and apply colour for purpose to represent real life ideas and to convey mood know and identify primary and secondary colours 	<ul style="list-style-type: none"> understand how artists use colour to express mood mix and use primary and secondary colours and mix tints and shades of colours 	<ul style="list-style-type: none"> mix and match colours to create light effects
Sculpture	<ul style="list-style-type: none"> enjoy using a variety of malleable media such as clay, salt dough. Impress and apply simple decoration cut shapes using scissors and other modelling tools build a construction/ sculpture using a variety of objects e.g. recycled, natural and manmade materials 	<ul style="list-style-type: none"> handle and manipulate ridged and malleable materials such as clay, card and found objects to represent something known model malleable materials and control form to assemble basic shapes or forms e.g. bodies/ heads and add surface features use clay to construct a simple functional form such as a pinch pot 	<ul style="list-style-type: none"> make a slip to join pieces of clay use clay to form a 3d model from observation use recycled, natural and manmade materials to create sculptures 	<ul style="list-style-type: none"> develop clay skills using slabs, coils, slips join clay adequately and construct a simple base use clay to make a coil pot

Printing	<ul style="list-style-type: none"> • apply paint to a shape or surface to experiment with printing e.g. hands, feet, shapes, objects and found materials 	<ul style="list-style-type: none"> • monoprint by marking onto an ink block, controlling line and tone using tools and pressure • explore and create patterns and textures with an extended range of found materials- e.g. sponges, leaves, fruit • make rubbings to collect textures and patterns 	<ul style="list-style-type: none"> • create foam printing blocks by simplifying an initial sketch book idea 	<ul style="list-style-type: none"> • design prints for fabrics, wallpaper, wrapping paper • recreate an image through relief printing and mark making tools to control line, shape, texture • print on fabric
Collage	<ul style="list-style-type: none"> • explore a variety of materials • begin to be interested in and describe texture of materials and things 	<ul style="list-style-type: none"> • select with thought, different materials • select, sort and modify by cutting, tearing with care before adding other marks and colour to represent an idea • sort according to specific qualities e.g. warm, cold colours, shiny, smooth 		<ul style="list-style-type: none"> • embellish a surface using a variety of techniques, including drawing and painting • embellish decoratively to create a mixed media piece
Sketch books		<ul style="list-style-type: none"> • start to record simple media explorations in a sketchbook • use sketchbooks to record what they see 	<ul style="list-style-type: none"> • use sketchbooks to collect and record visual information from different sources as well as planning and collecting source material for future work • use a sketchbook to develop a design 	<ul style="list-style-type: none"> • use sketchbooks to collect and record visual information from different sources as well as planning and collecting source material • adapt their work according to their views and describe how they might develop it further