



Poringland Primary School and Nursery

Art Key Skills and Knowledge Progression

Making skills							
	EYFS	Y1	Y2	Y3	Y4	Y5	Y6
Drawing		Explore mark making, drawing lines and using 2d shapes	Explore drawing techniques, begin to apply tone to describe form. Develop skill and control with a range of drawing materials	Develop skills by drawing from direct observation, applying and using geometry and tonal shading. Use a range of drawing medium	Draw still life from observation and for mark making. Develop understanding of geometry and mathematical proportion when drawing	Further develop drawing from observation. Draw using perspective, mathematical processes, design, detail and line.	Learn and apply new drawing techniques such as negative drawing, chiaroscuro, expression, sketching and still life
Form/line		Learn about form and space through making sculptures. Use and experiment with line for purpose then use appropriate language to describe line	Create 3D sculptural forms. Begin to understand how to represent form in drawing. Draw lines with increased skill, using line for expression	Develop ability to describe 3D form in a range of materials. Draw organic and geometric forms through types of line	Develop ability to model form in 3D. Describe how artists use and apply form/line in their work. Apply symmetry to draw accurate shapes.	Extend ability to describe and model form in 3D using a range of materials. Develop a greater understanding of applying expression when using line	Express a personal message through sculpture. Analyse artists' use of form/line. Develop knowledge and understanding of using line in portraits. Study and apply the techniques of other artists.
Pattern		Understand patterns in nature and design. Make patterns in a range of materials	Learn a range of techniques to make repeating/non-repeating patterns. Identify natural and man-made patterns. Create patterns of their own	Create a variety of patterns through craft methods. Continue to develop knowledge and understanding of pattern	Create original design for patterns using geometric repeating shapes. Analyse how artists use pattern	Construct patterns through various methods to develop understanding	Represent feeling and emotion through patterns. Create artwork using knowledge of pattern
Shape		Identify, describe and use shape for purpose	Create geometric designs	Identify, draw and label shapes within images and objects. Create and form shapes from 3D materials	Create geometric compositions using mathematical shapes	Compose original designs	Sketch key shapes of objects when drawing
Painting		Develop skill and control when painting. Paint with expression.	Further improve skill and control. Paint with creativity and expression	Increase skill and control when painting. Apply greater expression and creativity to own paintings	Develop skill and control when painting. Analyse painting by artists.	Control brush strokes and apply tints and shades. Paint with greater skill and expression.	Paint with greater skill and control, applying tonal techniques and colour theory to own work



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Colour/tone		Remember the primary colours and how to mix them to create secondary colours. Create shades. Choose and justify colours for purpose. Understand what tone is and how to apply it	Mix and refine colour mixing for purpose using wet and dry media. Experiment with pencils to create tone	Increase understanding of mixing and applying colours including natural pigments. Use aspects of colour e.g. tints and shades Develop skill and control when using tone. Learn and use simple shading rules	Analyse and describe colour and painting techniques in artists work. Manipulate colour for print. Use a variety of tones to create different effects. Use tone to create 3D effects	Select and mix more complex colours to depict thoughts and feelings Develop an ability when using tone to describe objects when drawing	Mix and apply colours to show still life objects. Express feelings and emotions through colour. Increase awareness of using tone to describe light, shade, contrast, highlight and shadow.
Craft, design, materials and techniques		Learn a range of materials and techniques such as clay-etching, printing and collage	Use a range of materials to design and make products including craft, weaving, printmaking, sculpture and clay	Use materials such as paper weaving, tie dying, sewing and other craft skills to make products	Make art from recycled materials, sculptures, print using a range of materials. Learn how to display and present work.	Create mixed media art using found and reclaimed materials. To select materials for a purpose	Create photomontages, make repeat patterns, create digital art and 3D sculptural forms
Texture		Use materials to create texture	Identify and describe different textures. Select and use appropriate materials to create texture	Analyse and describe texture within an artists work	Use a range of materials to express complex textures	Develop understanding of texture through practical making activities	Understand how artists manipulate materials to create texture
Knowledge							
	EYFS	Y1	Y2	Y3	Y4	Y5	Y6
Sketchbooks		To use sketchbooks through teacher modelling. Use sketchbooks to record thought, ideas and experiment with materials	To use sketchbooks more effectively through further teacher modelling. Use sketchbooks to record thought, ideas and experiment with materials	To use sketchbooks to generate ideas, record thoughts and observations.	Use sketchbooks for planning and refining work, record observations and ideas, develop skill and technique	Develop ideas through sketches, enhance knowledge, skill and technique	Make personal investigations and record observations in sketchbooks. Try out new techniques and processes in sketchbooks
Create original artwork		Explore and create ideas for purpose	Use artists to develop their own original artwork	Create personal artwork using the art of others to inspire	Express thoughts and feelings through the tactile creation of art. Manipulate materials to achieve desired effects	Express thoughts and feelings about art. Create and invent for purpose e.g. design new architectural forms	Develop a personal response to a theme. Show thoughts and feelings through pattern, create 3D forms to show meaning
Evaluation		Recognise and describe key features of their own and others work.	Compare others work, identifying similarities and differences	Discuss own and others work	Build a more complex vocabulary when	Develop a greater understanding of vocabulary when	Use the language of art with greater confidence when



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		Describe what they feel about their work and art of others	Describe choices using the language of art	increasingly using the language of art Reflect on their own work in order to make improvements	discussing your own and others art Use their own and others opinion to locate areas of improvement	discussing their own and others work. Regularly reflecting on their intentions and choices	discussing own and others art. Give reasoned evaluations of their own and others work, taking into account context and intention.
Artists/craftspeople and designers studied (Formal Elements and Art and Design Skills)							
EYFS	Y1	Y2	Y3	Y4	Y5	Y6	
	Beatrice Milhazes Bridget Riley David Hockney Vija Calmins Louis Wain Kandinsky Bernal Bolotowsky	Max Ernst Ed Ruscha Clarice Cliff Nancy McCrosky	Carl Giles Diego Velazquez Puppets	Luz Perez Ojeda Paul Cezanne Giorgio Morandi Barbara Hepwort	Hundertwasser	Claude Monet William Morris Edward Hopper	