PROGRESSION IN ART AND DESIGN			
Date Review Date Subject Leader			
January 2020	August 2020	Beth Eades	

This document aims to give guidance on the progression of Art and Design knowledge and skills across the year groups.

	UFS	Year 1	Year 2
Exploring and	Expressive arts and design:	Record and explore ideas from first	Record and explore ideas first
developing	Early Learning Goal:	hand observation, experience and	hand observation, experience
ideas	Children use what they have learnt about media and materials in original	imagination.	and imagination.
	ways, thinking about uses and purposes. They represent their own	Ask and answer questions about the starting points for their work, and	Ask and answer questions about the starting points for
	ideas, thoughts and feelings through design and technology.	develop their ideas.	their work and the processes they have used. Develop their
	3	Explore the differences and similarities within the work of artists, craftspeople	ideas.
		and designers in different times and cultures.	Explore the differences and similarities within the work of artists, craftspeople and designers in different times and cultures.
Evaluating and developing work		Review what they and others have done and say what they think and feel about it. E.g. Annotate sketchbook	Review what they and others have done and say what they think and feel about it. E.g. Annotate sketchbook

		Identify what they might change in their current work or develop in their future work.	Identify what they might change in their current work or develop in their future work.
			Annotate work in sketchbook.
Drawing	Exploring using media and materials: Early Learning Goal: They safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.	Use a variety of tools, inc. pencils, rubbers, crayons, pastels, felt tips, charcoal, ballpoints, chalk and other dry media.  Use a sketchbook to gather and collect artwork.  Begin to explore the use of line, shape and colour	Layer different media, e.g. crayons, pastels, felt tips, charcoal and ballpoint.  Understand the basic use of a sketchbook and work out ideas for drawings.  Draw for a sustained period of time from the figure and real objects, including single and grouped objects.  Experiment with the visual
Vocabulary	colour, design, texture, pencil	thick, thin, soft, broad, narrow, fine, pat	elements; line, shape, pattern and colour. tern, line, shape, detail, nature,
,	, , , , , , , , , , , , , , , , , , , ,	environment, comparison, still life  charcoal, coloured pencil, drawing pencil, felt tip pen, marker	

Painting	Exploring using media and materials: Early Learning Goal: They safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.	Use a variety of tools and techniques including the use of different brush sizes and types.  Mix and match colours to artefacts and objects.  Work on different scales.  Mix secondary colours and shades  Use different types of paint.	Mix a range of secondary colours, shades and tones.  Experiment with tools and techniques, inc. layering, mixing media, scraping through etc.  Name different types of paint and their properties.  Work on a range of scales e.g. large brush on large paper etc.
		Create different textures e.g. use of sawdust.	Mix and match colours using artefacts and objects.
Vocabulary	colour, design, texture, brush	Primary, secondary, light, dark, thick, thin, tone, warm, cold, shade, bright, pointillism, colour wash	
Printing	Exploring using media and materials: Early Learning Goal: They safely use and explore a variety of materials, tools and techniques, experimenting with colour, design,	Make marks in print with a variety of objects, including natural and made objects.  Carry out different printing techniques	Use a variety of techniques, inc. carbon printing, relief, press and fabric printing and rubbings.
	texture, form and function.	e.g. monoprint, block, relief and resist printing.	Design patterns of increasing complexity and repetition.
		Make rubbings.	Print using a variety of materials, objects and techniques.

Vocabulary		Build a repeating pattern and recognise pattern in the environment. print, rubbing, smudging, image, reverse, decoration, cloth, repeat, rotate, mono-p	·
Textiles/collage	Exploring using media and materials: Early Learning Goal: They safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.	Use a variety of techniques, e.g. weaving, finger knitting, fabric crayons, sewing and binca.  How to thread a needle, cut, glue and trim material.  Create images from imagination, experience or observation.  Use a wide variety of media, inc. photocopied material, fabric, plastic, tissue, magazines, crepe paper, etc.	Use a variety of techniques, inc. weaving, French knitting, tiedyeing, fabric crayons and wax or oil resist, appliqué and embroidery.  Create textured collages from a variety of media.  Make a simple mosaic.  Stitch, knot and use other manipulative skills.
Vocabulary		fabric, colour, pattern, shape, texture, glue, stick, scissors, sew, needle, felt, hessian, scraps, wool, yarn, thread, silk, satin, net, weave, mixed, media, collage, applique, layers, combine	
3D form	Exploring using media and materials: Early Learning Goal: They safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.	Manipulate clay in a variety of ways, e.g. rolling, kneading and shaping.  Explore sculpture with a range of malleable media, especially clay.	Manipulate clay for a variety of purposes, inc. thumb pots, simple coil pots and models.  Build a textured relief tile.

	Experiment with, construct and join recycled, natural and man-made materials.	Understand the safety and basic care of materials and tools. Experiment with, construct and join recycled,	
	Explore shape and form.	natural and man-made materials more confidently.	
Vocabulary	model, cut, stick, fold, bend, attach, ass metal, clay, impression, texture	model, cut, stick, fold, bend, attach, assemble, statue, stone, shell, wood, metal, clay, impression, texture	
Breadth of	Work on their own, and collaboratively	Work on their own,	
study	work on their own, and conditionally with others, on projects in 2 and 3 dimensions and on different scales.	collaboratively with others, on projects in 2 and 3 dimensions and on different scales.	
	Use ICT		
		Use ICT.	
	Investigate different kinds of art,		
	craft and design.	Investigate different kinds of art, craft and design.	