

Art and Design Skills Progression Grid

	EYFS	Years 1 & 2	Years 3 & 4	Years 5 & 6
Drawing	<ul style="list-style-type: none"> • Begin to use a variety of drawing tools, e.g finger, stick, pencil, coloured pencils, pastels, chalk, felt tips, pen. • Investigate different lines - thick, thin, wavy, straight. 	<ul style="list-style-type: none"> • Draw lines of different sizes and thicknesses. • Colour (own work) neatly, following the lines. • Show pattern and texture by adding dots and lines. • Show different tones by using coloured pencils. 	<ul style="list-style-type: none"> • Use different hardnesses of pencils to show line, tone and texture. • Annotate sketches to explain and elaborate ideas. • Sketch lightly (no need to use a rubber to correct mistakes). • Use shading to show light and shadow. • Use hatching and cross hatching to show tone and texture. 	<ul style="list-style-type: none"> • Use a variety of techniques to add interesting effects (eg- reflections, shadows, direction of sunlight). • Use a choice of techniques to depict movement, perspective, shadows and reflection. • Choose a style of drawing suitable for the work. • Use lines to represent movement.
Painting	<ul style="list-style-type: none"> • Begin to use a variety of painting tools, e.g finger, stick, sponges, pipettes, paintbrushes 	<ul style="list-style-type: none"> • Use thick and thin brushes. • Mix primary colours to make secondary colours. • Add white to colours to make tints and black to colours to make tones. • Create colour wheels. 	<ul style="list-style-type: none"> • Use a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines. • Mix colours effectively. • Use watercolour paint to produce washes for backgrounds then add detail. • Experiment with creating mood and colour. 	<ul style="list-style-type: none"> • Sketch lightly before painting to combine light and colour. • Create a colour palette based upon colours observed in the natural or built world. • Use the qualities of watercolour and acrylic paints to create visually interesting pieces. • Combine colours, tones and tints to enhance the mood of a piece. • Use brush techniques and the qualities of paint to create texture. • Develop a personal style of painting, drawing, based on ideas from other artists.
Printing	<ul style="list-style-type: none"> • Investigate and explore different types of printing- Rubbings, printing with existing objects eg. Vegetables, shapes, hand and finger printing • Print with block colours 	<ul style="list-style-type: none"> • Use repeating or overlapping shapes. • Mimic print from the environment for example wallpapers. • Use objects to create prints (fruit, vegetables or sponges). 	<ul style="list-style-type: none"> • Use layers of two or more colours. • Replicate patterns observed in natural or built environments. • Make printing blocks. • Make precise repeating patterns. 	<ul style="list-style-type: none"> • Build up layers of colour. • Create an accurate pattern, showing fine detail. • Use a range of visual elements to reflect the purpose of the work.

		<ul style="list-style-type: none"> • Press, roll, rub and stamp to make prints. 		
Sculpture	<ul style="list-style-type: none"> • Experiment with properties of dough, clay and plastecine including rolling, pressing, pinching and kneading • Experiment with constructing and joining recycled, natural and manmade materials. 	<ul style="list-style-type: none"> • Use a combination of shapes. • Include lines and texture. • Use rolled up paper, straws, paper, card and clay as materials. • Use techniques such as rolling, cutting, moulding and carving. 	<ul style="list-style-type: none"> • Create and combine shapes to recognisable forms (eg-shapes from nets or solid materials) • Include textures that conveys feelings, expression or movements. • Use clay and other mouldable materials. • Add materials to provide interesting detail. 	<ul style="list-style-type: none"> • Show lifelike qualities and real life proportions or, if more abstract, provoke different interpretations. • Use tools to carve and add shapes, texture and pattern. • Combine visual and tactile qualities. • Use frameworks such as wire or moulds to provide stability and form.
Textiles	<ul style="list-style-type: none"> • Investigate different lines - thick, thin, wavy, straight. • Experiment with weaving. 	<ul style="list-style-type: none"> • Use weaving to create a pattern. • Join materials using glue and a stitch. • Use plaiting. • Use dip dye techniques. 	<ul style="list-style-type: none"> • Shape and stitch materials. • Use basic cross and back stitch. • Colour fabric. • Create weavings. • Quilt, pad and gather fabric. 	<ul style="list-style-type: none"> • Show precision in techniques. • Choose from a range of stitching techniques. • Combine previously learned techniques to create pieces.
Collage	<ul style="list-style-type: none"> • Experiment with collage materials. 	<ul style="list-style-type: none"> • Use a combination of materials that are cut, torn and glued. • Sort and arrange materials. • Mix materials to create texture. 	<ul style="list-style-type: none"> • Select and arrange materials for a striking effect. • Ensure work is precise. • Use coiling, overlapping, tessellation, mosaic and montage. 	<ul style="list-style-type: none"> • Mix textures (rough and smooth, plain and patterned). • Combine visual and tactile qualities. • Use ceramic mosaic materials and techniques.
Digital Media	<ul style="list-style-type: none"> • Experiment with digital media using a range of resources in provision. 	<ul style="list-style-type: none"> • Use a wide range of tools to create different textures, lines, tones, colours and shapes. 	<ul style="list-style-type: none"> • Create images, video and sound recordings explaining why they were created. 	<ul style="list-style-type: none"> • Enhance digital media by editing (including sound, video, animation, still images and installations).