



Curriculum Progression Map

Art and Design



Early Years Foundation Stage	Key Stage One
<p>Physical Development Reception</p> <ul style="list-style-type: none"> Develop their small motor skills so that they can use a range of tools competently, safely, and confidently. Use their core muscle strength to achieve a good posture when sitting at a table or sitting on the floor. Develop overall body-strength, balance, coordination, and agility. <p>Early Learning Goal Fine Motor Skills</p> <ul style="list-style-type: none"> Hold a pencil effectively in preparation for fluent writing using the tripod grip in almost all cases. Use a range of small tools, including scissors, paintbrushes, and cutlery. Begin to show accuracy and care when drawing <p>Reception</p> <ul style="list-style-type: none"> Explore, use, and refine a variety of artistic effects to express their ideas and feelings Return to and build on their previous learning, refining ideas and developing their ability to represent them. Create collaboratively, sharing ideas, resources, and skills. <p>Early Learning Goal Creating with Materials</p> <ul style="list-style-type: none"> Safely use and explore a variety of materials, tools, and techniques, experimenting with colour, design, texture, form, and function. Share their creations, explaining the process they have used. 	<p>Key Stage One</p> <ul style="list-style-type: none"> Use a range of materials creatively to design and make products. Use drawing, painting, and sculpture to develop and share their ideas, experiences, and imagination. Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form, and space. Learn about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work. <p>Key Stage Two</p> <p>Pupils should be taught to develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design. Pupils should be taught:</p> <ul style="list-style-type: none"> to create sketch books to record their observations and use them to review and revisit ideas to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay] about great artists, architects and designers in history

Drawing and painting	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	<p>Know that different tools and materials can create different types of marks.</p> <p>Know how to experiment with a variety of drawing tools and materials (e.g. pencils, crayons, chalk).</p> <p>Know that drawing is a way to explore and share ideas and feelings.</p>	<p>Know that drawings can show ideas, feelings, and things they see.</p> <p>Know how to explore drawing using different tools and surfaces.</p> <p>Know how to use simple lines and marks to create pictures.</p>	<p>Know that sketchbooks are used to develop and explore ideas.</p> <p>Know how to use a sketchbook to explore drawing.</p> <p>Know that drawings can communicate personal ideas and experiences.</p> <p>Know how to use line and simple shading to add detail and texture.</p>	<p>Know that tone and texture create effects in drawing.</p> <p>Know that drawing can express ideas, emotions, and imagination.</p> <p>Know how to experiment with line, tone, and texture in a sketchbook.</p> <p>Know how to use line, tone, and texture deliberately to add depth and detail.</p>	<p>Know that tone and mood can be conveyed through drawing.</p> <p>Know that artists use line, tone, and texture to communicate meaning.</p> <p>Know how to use techniques such as hatching and stippling.</p> <p>Know how to develop control and confidence in using line, tone, and texture in sketchbooks.</p>	<p>Know that drawing can express personal ideas, feelings, and viewpoints.</p> <p>Know how to refine the use of line, tone, and texture in sketchbooks to create more realistic or expressive effects.</p>	<p>Know that drawing is a personal and expressive process used to communicate ideas, emotions, and mood.</p> <p>Know how to confidently and purposefully refine and control line, tone, and texture to develop and resolve ideas in sketchbooks.</p>
	<p>Know that colours have names.</p> <p>Know how to experiment with colour using different tools.</p>	<p>Know that primary colours mix to create new colours.</p> <p>Know how to use brushes and tools to apply and mix paint.</p>	<p>Know that paint can be used to represent feelings.</p> <p>Know how to mix and apply paint to match colours and moods.</p>	<p>Know that colours can express feelings.</p> <p>Know how to use tools and techniques to explore shades and tones.</p>	<p>Know that texture and colour work together.</p> <p>Know how to explore texture and colour mixing using varied surfaces.</p>	<p>Know that artists use hue and texture to create mood.</p> <p>Know how to explore wet and dry painting techniques and textured effects.</p>	<p>Know that colour and texture impact how art is perceived.</p> <p>Know how to select techniques for deliberate artistic impact.</p>

Textiles and Collage	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	<p>Know that different materials can be used to make art.</p> <p>Know how to select and combine materials to create collage.</p>	<p>Know that weaving and layering can be used to make art.</p> <p>Know how to use simple weaving and combine textures and materials.</p>	<p>Know that collage materials have different effects.</p> <p>Know how to overlap and layer materials for impact.</p>	<p>Know that weaving and stitching can represent ideas.</p> <p>Know how to combine media and develop texture.</p>	<p>Know that stitches and surfaces contribute to effect.</p> <p>Know how to use a variety of stitches and surfaces creatively.</p>	<p>Know that textiles are used in many cultures.</p> <p>Know how to explore textural art and pattern in response to stimuli.</p>	<p>Know that artists work to briefs and with intention.</p> <p>Know how to combine techniques and materials to convey meaning.</p>
	<p>Know that 3D models can be made from different materials.</p> <p>Know how to build and construct using junk modelling.</p>	<p>Know that sculptures are 3D artworks.</p> <p>Know how to construct and model with everyday and natural materials.</p>	<p>Know that design can happen while making.</p> <p>Know how to explore modelling and construction.</p>	<p>Know that sculpture can be inspired by stories or environments.</p> <p>Know how to use modelling materials and armatures.</p>	<p>Know that set design is a form of sculpture.</p> <p>Know how to develop ideas in 3D form from a stimulus.</p>	<p>Know that sculptures can express personal meaning.</p> <p>Know how to use sketchbooks and materials to express thoughts and stories.</p>	<p>Know that sculpture can be immersive and interactive.</p> <p>Know how to plan and realise 3D artwork independently.</p>
	<p>Know that materials have different textures and forms.</p> <p>Know how to manipulate and explore materials by handling and shaping.</p>	<p>Know that clay can be shaped and joined.</p> <p>Know how to roll, shape, and manipulate clay.</p>	<p>Know that different media can be joined.</p> <p>Know how to construct and join natural and man-made materials.</p>	<p>Know that sculpture involves shape and form.</p> <p>Know how to build with papier-mâché, clay, or wood.</p>	<p>Know that safety and planning are part of sculptural work.</p> <p>Know how to plan, join, and shape materials safely and effectively.</p>	<p>Know that recycled and found materials can be sculptural.</p> <p>Know how to plan and create models using a wide range of materials.</p>	<p>Know that sculptural media have specific properties and uses.</p> <p>Know how to use clay and moulding techniques to create final sculptures.</p>
Printing	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
	<p>Know that patterns can be repeating or symmetrical.</p> <p>Know how to create patterns using painting, folding, and arranging objects.</p>	<p>Know that patterns exist in nature and objects.</p> <p>Know how to create and explore repeating and irregular patterns.</p>	<p>Know that patterns can be regular or irregular.</p> <p>Know how to create, arrange and discuss pattern types.</p>	<p>Know that patterns can be designed digitally or by hand.</p> <p>Know how to create motifs and patterns using printing or digital tools.</p>	<p>Know that artists use pattern symbolically or decoratively.</p> <p>Know how to use shape and mark-making to design expressive patterns.</p>	<p>Know that patterns can reflect identity.</p> <p>Know how to design abstract or expressive patterns for a specific purpose.</p>	<p>Know that pattern can be expressive and functional.</p> <p>Know how to create pattern designs for real-world application (e.g. textiles, products).</p>