

St	Mary's CE (VA) Primo	ary School	Progression of Art Skills				
Area of Study	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Drawing (pencil, charcoal, inks, chalk, pastels, ICT software)	Begin to use a variety of drawing tools Explore different textures -eg using dots, lines & dashes Encourage accurate drawings of people Use key vocabulary to demonstrate knowledge and understanding in this strand: portrait, self-portrait (ELG PD) Begin to show accuracy and care when drawing.	Extend the variety of & refine the use of a range drawings tools Can you draw lines of different shapes & thickness eg light, broad, curved, broken, small lines and circular outline? Observe and draw landscapes Use different materials to draw EG, chalk, felt tips Observe anatomy (faces, limbs)	Experiment with drawing using pencils, pastels and crayons Draw a way of recording experiences and feelings Create moods in the drawings Discuss use of shadows, use of light and dark Sketch to make quick records	Experiment with the potential of various pencils (at least 3 different grades) show different tones; show tone & texture? Incorporate charcoal and pastels, Close observation. Use my sketches to produce a final piece of work.	Show body language in sketches Marks/lines to produce texture Represent objects with correct proportions and scale Shading to show to light and shadow and reflections	Explore effect of light on people from different directions Interpret the texture of a surface Represent figures/forms in movement Produce increasingly accurate drawings of people	Effect of light on objects from different directions Interpret the texture of a surface Produce increasingly accurate drawings of people Concept of perspective
Colour (painting, ink, dye, textiles, pencils, crayon, pastels)	Experimenting with and using primary colours Naming the colours Mixing colours (not formal)	Name all the colours Experiment mixing of colours Find collections of colour Make a colour wheel with primary and	Introduce different types of brushes. Mix paint to create secondary colours and predict outcomes Show control of colour	Experiment with different types of brushes. Techniques- apply colour using dotting, scratching, splashing.	Understand and create warm and cool colours Understand and identify complimentary and contrasting colours	Hue, tint, tone, shades and mood Explore the use of texture in colour Colour for purposes	Use a wide range of techniques in your work including texture through paint mix and brush techniques Mix appropriate colours to create a



	Learn the names of different tools that bring colour Use a range of tools to make coloured marks on paper (ELG PD) Use a range of small tools, including scissors, paintbrushes and cutlery.	secondary colours (6) Applying colour with a range of tools	Understand / make tints and tones		Control brushes and materials with confidence.		suitable colour palette that conveys mood and atmosphere.
Textiles	Handling, manipulating and enjoying using materials Sensory experience Simple weaving		Basic weaving Group fabrics & threads by colour & texture Weave with different materials to create texture eg wool, card, cloth, ribbon?		Introduce the skill of stitching (Textiles and sewing covered in DT project) Different stitch types and Pattern Pieces	Develop the skill of stitching (Textiles and sewing covered in DT project) Combining different materials and more complex stitching William Morris	
Collage	Develop simple cutting and sticking skills Simple paper collages	Use a combination of materials that have been cut, torn and glued. Overlapping and overlaying to create effects		Select colours and materials to create effect, giving reasons for their choices;			Plan and design a collage, adding collage to a painted or printed background; Experiment with techniques that use



	Paper weaving or pipe cleaners for weaving Describe simple texture Handle and explore	Sort match and name different materials Add texture by mixing materials	Refine work as they go to ensure precision; Learn and practise a variety of techniques, e.g. overlapping, tessellation, mosaic and montage;		contrasting textures, colours or patterns (rough/smooth, light/dark, plain/patterned) Use a range of mixed media; Justify the materials you have chosen.
Form/ 3D	Handling, feeling,	I can add texture by	Shape and form.	Plan and design a	
Work	enjoying and manipulating	using tools.	Show sufficient	sculpture	
	materials	I can make different	control to join and		
(alass	materials	kinds of shapes.	manipulate	use tools and materials to	
(clay,	use a variety	·	materials for the	carve, add shape,	
dough,	of natural,	I can cut, coil and	purpose intended?	add texture and	
boxes, wire,	recycled and	roll materials such as		pattern;	
paper	manufacture	clay, dough or	Experience surface	•	
sculpture, mod roc)	d materials	plasticine.	patterns / textures	Use more advanced	
illou roc j	for sculpting,		Decorative	materials like wire	
	e.g. clay, straw and	Use key vocabulary	techniques	and plaster	
	card;	to demonstrate	tecimiques		
		knowledge and	Add onto your work	develop cutting	
	Constructing	understanding in	to create texture	and joining	
	_	this strand:	and shape?	skills, e.g. using	
	Building and	sculpture, statue,	-	wire, coils,;	
	destroying	model, 3D, sculptor,			
		carving.		Manipulate surface	
	Shape and model			patterns / textures	



						Discuss own work and work of other sculptors	
(found materials, fruit/veg, wood blocks, press print, lino, string)	Print with a variety of objects eg string, bubbles in paint, hand prints, finger prints.		Create prints by pressing, rubbing, stamping. Awareness and discussion of patterns, repeating patterns, symmetry and tessellation (2D shapes for example)		Make own printing blocks Replicate patterns from observations Make repeated patterns with precision Use more than one colour to layer in a print.		Develop techniques in mono, block and relief printing to create my own abstract pattern eg arabesque, overlapping rotation half drop, Print onto different materials. Use other media to add to my design
Artists	Miro Kandinsky Matisse	Lowry Monet	Hokusai	George Seurat – River Seine - Pointillism Cezanne Bridge of Maincy Jackson Pollock M.C.Escher - Graphic artist (Tessellation)	Roman Architecture and artefacts Picasso	Antony Gormley Study volcanoes Turner and XavierDella Gatta's Eruption of Vesuvius of 1974	Rousseau. Kelzo – Graffiti / Street Art Greek architecture
Sketchbook s		Demonstrate their ideas through	Know how to set out their ideas, using	Know how to use their sketch book to express feelings	Know how to make notes in their sketch book about	Know how to keep notes about the purpose of their	Know how to adapt and refine their work to reflect its



	photographs and in	'annotation' in their	about a subject and	techniques used by	work in their sketch	meaning and
	their sketch books	sketch books.	to describe likes and	artists.	book.	purpose, keeping
			dislikes.			notes and
		Know how to keep		Know how to use	Know how to use	annotations in their
		notes in their sketch	Suggest	their sketchbook to	their sketch book	sketch books.
		books as to how I	improvements to	express feelings	and compare and	
		have changed their	their work by	about various	discuss ideas with	
		work	keeping notes in	subjects and outline	others.	
			their sketch book.	my likes and dislikes.		
					Know how to use	
				Know how to use	their sketch book so	
				their sketchbook to	it contains detailed	
				adapt and improve	notes, and quotes	
				their original idea.	explaining about	
					items.	