



Art and Design Progression Map

Year 1						
	Why does art start with a line?	<ul style="list-style-type: none"> Investigate different kinds of lines/strokes with a range of dry media Create simple drawings from observation on small and large scales Colour within lines Experiment with colour 	What is texture and pattern in art?	<ul style="list-style-type: none"> Finger, sponge, block and matchbox prints Make rubbings Recognise patterns in the environment Build repeating patterns Develop collages Make a temporary collage using natural materials 	What is the difference between a statue and a sculpture?	<ul style="list-style-type: none"> Manipulate clay in a variety of ways, e.g. rolling, kneading, shaping, twisting, scratching, coiling Develop understanding of 2D and 3D in terms of art work, e.g. painting and sculpture. Look at sculptures by known artists and natural objects as starting points for own work
Exploring and developing ideas	Use a range of materials creatively to design and make products Use drawing, painting and sculpture to develop and share their ideas, experience and imagination Develop a wide range of art and design techniques in using colour, line and shape					
Evaluating and developing work	Work from observation and known objects Use imagination to form simple images from given starting points or a description Begin to collect ideas in sketchbooks Work with different materials					
Drawing/ Mark making	Begin to control lines to create simple drawings from observations Use a variety of tools including: pencils, rubbers, wax crayons, pastels, thick felt tips, charcoal, ballpoints, chalk and other dry media Hold a large paint brush correctly Colour within the line Draw on smaller and larger scales					
Painting/ Working with colour	Recognise and name primary colours Create and experiment with shades of colour and name some of these Explore the relationship between mood and colour					
Printing	Carry out different printing techniques, e.g. finger, sponge, block and matchbox prints Make rubbings					



Art and Design Progression Map

	Build a repeating pattern and recognise pattern in the environment
Textiles/ collage	Develop collages based on a simple drawing, using papers and materials Collect natural materials to create a temporary collage, e.g. autumn tree/school building using sticks, rocks, leaves etc Investigate materials using rubbings
3D form/ Sculpture	Manipulate clay in a variety of ways, e.g. rolling, kneading, shaping, twisting, scratching, coiling Develop understanding of 2D and 3D in terms of art work, e.g. painting and sculpture. Look at sculptures by known artists and natural objects as starting points for own work
Continuous	
Big reveal Experiment in sketch books Learn how to thread a needle Work from different cultures, e.g. Chinese block prints Knowledge of artists: Jackson Pollack, Paul Klee (colour) Georges Braque, Pablo Picasso (collage) Anthony Gormley, Louise Borgeois, Jean Arp (sculpture) Richard Long's 'Mud Hand Circle' (printing)	



Art and Design Progression Map

Year 2						
	Why does art start with a line?	<ul style="list-style-type: none"> Control lines when drawing from observations Apply paint using a variety of tools Add detail to lines drawings Make and use secondary colours 	What is texture and pattern in art?	<ul style="list-style-type: none"> Experiment with marbling Investigate how ink floats and changes Develop controlled printing against outline/within cutout shapes Simple batik work Develop tearing, cutting and layering paper to create effects Dye fabric 	What is the difference between a statue and a sculpture?	<ul style="list-style-type: none"> Investigate a range of materials and experiment with how they can be connected together to form simple structures Look at structures and try to recreate them using everyday objects/range of materials Consider covering with papier mache Begin to form own 3D pieces
Exploring and developing ideas	Use a range of materials creatively to design and make products Use drawing, painting and sculpture to develop and share their ideas, experience and imagination Develop a wide range of art and design techniques in using colour, line and shape, pattern, texture, form and space					
Evaluating and developing work	Work from observation and known objects Use imagination to form simple images from given starting points or a description Begin to collect ideas in sketchbooks Work with different materials Begin to think what materials best suit the task					
Drawing/ Mark making	Begin to control lines to create simple drawings from observations Make marks using paint with a variety of tools Consider consistency when applying paint Begin to add detail to line drawings					
Painting/ Working with colour	Recognise and name primary and secondary colours Mix primary colours to make secondary colours Recognise warm and cold colours Create washes to form backgrounds					
Printing	Experiment with marbling, investigating how ink floats and changes with movement					



Art and Design Progression Map

	Develop controlled printing against outline/within cutout shapes
Textiles/ Collage	Simple batik work Develop tearing, cutting, layering paper to create effects Dye fabric using tea, red cabbage, beetroot, onion and spinach
3D form/ Sculpture	Investigate a range of materials and experiment with how they can be connected together to form simple structures Look at structures and try to recreate them using everyday objects/range of materials Consider covering with papier mache Begin to form own 3D pieces
Continuous	
Big reveal Work from different cultures, e.g. Chinese block prints Knowledge of artists: Jackson Pollack, Paul Klee (colour) Georges Braque, Pablo Picasso (collage) Anthony Gormley, Louise Borgeois, Jean Arp (sculpture) Richard Long's 'Mud Hand Circle' (printing)	



Art and Design Progression Map

Year 3 and Year 3/4						
	Why does art start with a line?	<ul style="list-style-type: none"> Use sketchbooks to gather ideas and draw from observation Use graded pencils to experiment with tone Draw on a range of scales Use a variety of tools and surfaces Experiment with mark making using a variety of brushes 	What is texture and pattern in art?	<ul style="list-style-type: none"> Use roller and ink printing Use simple block shapes Take prints from other objects to show texture (string print, low relief with string on card) Investigate tie-dyeing Collage using fabric as a base Develop collage working on a range of scales 	What is the difference between a statue and a sculpture?	<ul style="list-style-type: none"> Join clay adequately and work reasonably independently, adding greater detail and texture Add colour once clay is dry Investigate ways of joining clay, e.g. scratch and slip
Exploring and developing ideas	<p>Create sketchbooks to record observations and use them to review and revisit ideas.</p> <p>Improve mastery of art and design techniques including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay)</p>					
Evaluating and developing work	<p>Develop sketchbooks</p> <p>Use a variety of ways to record ideas including digital cameras and iPads</p> <p>Develop artistic/visual vocabulary to discuss work</p> <p>Begin to suggest improvements to own work</p> <p>Experiment with a wider range of materials</p> <p>Present work in a variety of ways</p>					
Drawing/ Mark making	<p>Use sketchbooks to record drawings from observation</p> <p>Experiment with different tones using graded pencils</p> <p>Include increased detail within work</p> <p>Draw on a range of scales</p> <p>Draw using a variety of tools and surfaces (paint, chalk, pastel, pen and ink)</p> <p>Use a variety of brushes and experiment with ways of marking with them</p>					
Painting/ Working with colour	<p>Lighten and darken tones using black and white</p> <p>Use a variety of brushes and experiment with ways of marking with them</p>					



Art and Design Progression Map

Printing	Use roller and ink printing Use simple block shapes formed by children Using roller and inks, take prints from other objects to show texture (string print, low relief with string on card)
Textiles/ Collage	Investigate tie-dyeing Use a range of stimulus for collage work, trying to think of more abstract ways of showing views Collage using fabric as a base Develop individual and group collages, working on a range of scales
3D form/ Sculpture	Join clay adequately and work reasonably independently, adding greater detail and texture Add colour once clay is dry Investigate ways of joining clay, e.g. scratch and slip
Continuous	
Big reveal Knowledge of artists: David Hockney's photo montages (drawing) Ruth Daniels, Carol Simms (colour) Malevich, Matisse, Mondrian (geometric abstract paintings) Marc Quinn, Aztec and Benin civilisations (sculpture) High Italian Renaissance period, e.g. Michelangelo, Da Vinci (drawing) Look at the patterns/optical illusions created by OP artist Bridget Riley (colour) Abstract paintings by Picasso (colour) Stacey Chapman 'Car' and other images on the internet (print) Henry Moore (sculpture) Patricia Greaves (textiles)	



Art and Design Progression Map

Year 4/5						
	Why does art start with a line?	<ul style="list-style-type: none"> • Develop use of shadow • Use tracing to develop drawings • Create palettes including abstract palettes to match images • Experiment with watercolour 	What is texture and pattern in art?	<ul style="list-style-type: none"> • Blend two colours when printing • Form string roller prints to form repeated patterns • Form tessellations using printing • Research embroidery designs from around the world and create own designs based on these • Sew simple stitches using a variety of threads and wool 	What is the difference between a statue and a sculpture?	<ul style="list-style-type: none"> • Introduce Modroc • Create work on a larger scale as a group • Use pipe cleaners/wire to create sculptures of human forms
Exploring and developing ideas	Create sketchbooks to record observations and use them to review and revisit ideas. Improve mastery of art and design techniques including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay)					
Evaluating and developing work	Develop sketchbooks Use a variety of ways to record ideas including digital cameras and iPads Develop artistic/visual vocabulary to discuss work Begin to suggest improvements to own work Experiment with a wider range of materials Present work in a variety of ways					
Drawing/ Mark making	Develop shadows Use of tracing					
Painting/ Working with colour	Mix and match colours (create palettes to match images) and use the terms tint, tone, shade, hue Begin to experiment with colour to create more abstract colour palettes (e.g. blues for leaves) Experiment with watercolour, exploring intensity of colour to develop shades Explore complementary and opposing colours in creating patterns					
Printing	Blend two colours when printing Form string roller prints to form repeated patterns Form tessellations using printing					



Art and Design Progression Map

Textiles/ Collage	Research embroidery designs from around the world and create own designs based on these Sew simple stitches using a variety of threads and wool
3D form/ Sculpture	Introduce Modroc Create work on a larger scale as a group Use pipe cleaners/wire to create sculptures of human forms
Continuous	
Big reveal Knowledge of artists: David Hockney's photo montages (drawing) Ruth Daniels, Carol Simms (colour) Malevich, Matisse, Mondrian (geometric abstract paintings) Marc Quinn, Aztec and Benin civilisations (sculpture) High Italian Renaissance period, e.g. Michelangelo, Da Vinci (drawing) Look at the patterns/optical illusions created by OP artist Bridget Riley (colour) Abstract paintings by Picasso (colour) Stacey Chapman 'Car' and other images on the internet (print) Henry Moore (sculpture) Patricia Greaves (textiles)	



Art and Design Progression Map

Year 5						
	Why does art start with a line?	<ul style="list-style-type: none"> • Use different viewpoints in first hand observations • Investigate proportions • Use a range of mediums • Work indoors and outdoors • Experiment with cross hatching, pointillism, sidestrokes, use of rubber • Develop watercolour techniques 	What is texture and pattern in art?	<ul style="list-style-type: none"> • Use poly-blocks, relief and mono printing • Create printing blocks out of recyclable materials to use with roller and ink • Introduce fabric block printing • Create tie dye using two colours • Investigate ways of changing fabrics, e.g. sewing, ironing, cutting, tearing, creasing, knotting 	What is the difference between a statue and a sculpture?	<ul style="list-style-type: none"> • Design and create sculpture both small and large scale • Make masks from a range of cultures and traditions building a collage element into sculptural process
Exploring and developing ideas	Create sketchbooks to record observations and use them to review and revisit ideas. Improve mastery of art and design techniques including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay)					
Evaluating and developing work	Select and develop ideas confidently, using suitable materials confidently Improve quality of sketchbook with mixed media work and annotations Select own images and starting points for work Develop artistic/visual vocabulary when talking about own work and that of others Begin to explore possibilities, using and combining different styles and techniques					
Drawing/ Mark making	Introduce using first hand observations using different viewpoints, developing more abstract representations Investigate proportions Use a range of mediums, e.g. crayon, charcoal, ballpoint pen, ink, felt tip, chalk, pastels, paints on a range of backgrounds, e.g. fabric, brick, slate, concrete, wood Work indoors and outdoors Introduce showing tonal qualities using cross hatching, pointillism, sidestrokes, use of rubber to draw/highlight					
Painting/ Working with colour	Build on previous knowledge of colour by exploring intensity Develop watercolour techniques Explore using limited colour palettes Mark make with paint (dashes, blocks of colour, strokes, points)					



Art and Design Progression Map

Printing	Explain a few techniques, including the use of poly-blocks, relief and mono printing Create printing blocks out of recyclable materials to use with roller and ink
Textiles/ Collage	Introduce fabric block printing Create tie dye using two colours Investigate ways of changing fabrics, e.g. sewing, ironing, cutting, tearing, creasing, knotting
3D form/ Sculpture	Design and create sculpture both small and large scale Make masks from a range of cultures and traditions building a collage element into sculptural process
Continuous	
Big reveal Look at work from other cultures, e.g. Asia Cezanne, Derain, Van Gogh (colour) Fauve artists Derain, Vlaminck and Braque Seurat (pointillism/colour) Artists that use monoprinting: Davide Hockney, Tracey Emin, Picasso, Jim Dine (print) Cornelia Parker (sculpture) Georgia O' Keiffe followers showing use of line (colour) William Morris detailed tiles- natural sources (colour) Cubist artists Picass, Duchamp (layering) Andy Warhol Claude Lorrain, Poussin, Jan Beaney, Annemeike Mein	



Art and Design Progression Map

Year 6						
	Why does art start with a line?	<ul style="list-style-type: none"> Develop first hand observations using different viewpoints Develop more abstract representations of observations Use perspective (fore/back/middle ground) Use cross hatching, pointillism, sidestrokes, use of rubber to show total qualities 	What is texture and pattern in art?	<ul style="list-style-type: none"> Explore Intaglio (copper etching) using thick cardboard etched with a sharp pencil point Experiment with screen printing Design and create motifs to be turned into printing block images Weave using paintings as a stimulus, e.g. natural world Experiment with circular embroidery frames Create detailed designs to create batik pieces 	What is the difference between a statue and a sculpture?	<ul style="list-style-type: none"> Use objects around us to form sculptures Use wires to create malleable forms Build upon wire to create forms which can be padded out, e.g. with newspaper and covered with Modroc Create human forms showing movement
Exploring and developing ideas	Create sketchbooks to record observations and use them to review and revisit ideas. Improve mastery of art and design techniques including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay)					
Evaluating and developing work	Select and develop ideas confidently, using suitable materials confidently Improve quality of sketchbook with mixed media work and annotations Select own images and starting points for work Develop artistic/visual vocabulary when talking about own work and that of others Begin to explore possibilities, using and combining different styles and techniques					
Drawing/ Mark making	Develop using first hand observations using different viewpoints, developing more abstract representations Introduce perspective, fore/back and middle ground Show total qualities using cross hatching, pointillism, sidestrokes, use of rubber to draw/highlight					
Painting/ Working with colour	Introduce acrylic paint Investigate working on canvas, experimenting with colour to create an effect Develop fine brush strokes, including with acrylic paint					
Printing	Explore Intaglio (copper etching) using thick cardboard etched with a sharp pencil point Experiment with screen printing					



Art and Design Progression Map

	Design and create motifs to be turned into printing block images
Textiles/ Collage	Weave using paintings as a stimulus, e.g. natural world Experiment with circular embroidery frames Create detailed designs to create batik pieces
3D form/ Sculpture	Use objects around us to form sculptures Use wires to create malleable forms Build upon wire to create forms which can be padded out, e.g. with newspaper and covered with Modroc Create human forms showing movement
Continuous	
Big reveal Look at work from other cultures, e.g. Asia Cezanne, Derain, Van Gogh (colour) Fauve artists Derain, Vlaminck and Braque Seurat (pointillism/colour) Artists that use monoprinting: Davide Hockney, Tracey Emin, Picasso, Jim Dine (print) Cornelia Parker (sculpture) Georgia O' Keiffe folowers showing use of line (colour) William Morris detailed tiles- natural sources (colour) Cubist artists Picass, Duchamp (layering) Andy Warhol Claude Lorrain, Poussin, Jan Beaney, Annemeike Mein	