



Slater Primary School Art & Design Progression Plan

	EYFS	KS1	LKS2	UKS2	Possible Artists work to explore
	Art & Design knowledge & skills	Art & Design knowledge & skills	Art & Design knowledge & skills	Art & Design knowledge & skills	
Exploring and developing ideas (ONGOING)	<ul style="list-style-type: none"> Explore and create repeating patterns Find and imitate irregular painting patterns Explore simple symmetry 	<ul style="list-style-type: none"> Record and explore ideas from first hand observation, experience and imagination. Ask and answer questions about the starting points for their work and the processes they have used. Develop their ideas. Explore the differences and similarities within the work of artists, craftspeople and designers in different times and cultures. 	<ul style="list-style-type: none"> Select and record from first hand observation, experience and imagination, and explore ideas for different purposes. Question and make thoughtful observations about starting points and select ideas to use in their work. Explore the roles and purposes of artists, craftspeople and designers working in different times and cultures. 	<ul style="list-style-type: none"> Select and record from first hand observation, experience and imagination, and explore ideas for different purposes. Question and make thoughtful observations about starting points and select ideas and processes to use in their work. Explore the roles and purposes of artists, craftspeople and designers working in different times and cultures. 	-
Evaluating and developing work (ONGOING)	<ul style="list-style-type: none"> Review what they and others have done and say what they think and feel about it. E.g. Annotate sketchbook 	<ul style="list-style-type: none"> 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. Annotate work in sketchbook. 	<ul style="list-style-type: none"> Compare ideas, methods and approaches in their own and others' work and say what they think and feel about them. Adapt their work according to their views and describe how they might develop it further. Annotate work in sketchbook. 	<ul style="list-style-type: none"> Compare ideas, methods and approaches in their own and others' work and say what they think and feel about them. Adapt their work according to their views and describe how they might develop it further. 	-
Drawing	<ul style="list-style-type: none"> Begin to use a variety of drawing tools Use drawings to tell a story Investigate different lines Explore different textures Encourage accurate drawings of people 	<ul style="list-style-type: none"> Use a variety of different tools 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 elements; line, shape, pattern and colour. 	<ul style="list-style-type: none"> Experiment with different grades of pencil and other implements. Plan, refine and alter their drawings as necessary. Draw for a sustained period of time at their own level. Make informed choices in drawing inc. paper and media. Use different media to achieve variations in line, texture, tone, colour, shape and pattern. Alter and refine drawings and describe changes using art vocabulary. Collect images and information independently in a sketchbook. Use research to inspire drawings from memory and imagination. Explore relationships between line and tone, pattern and shape, line and texture. 	<ul style="list-style-type: none"> Use a variety of source material for their work. Work in a sustained and independent way from observation, experience and imagination. Demonstrate a wide variety of ways to make different marks with dry and wet media. Identify artists who have worked in a similar way to their own work. Develop ideas using different or mixed media, using a sketchbook. Manipulate and experiment with the elements of art: line, tone, pattern, texture, form, space, colour and shape. 	Leonardo Da Vinci, Vincent Van Gogh, Poonac
Painting	<ul style="list-style-type: none"> Experimenting with and using primary colours Naming different colours and brushes mixing (not formal) Learn the names of different tools that bring colour Use a range of tools to make coloured marks on paper 	<ul style="list-style-type: none"> Use a variety of tools and techniques including the use of different brush sizes and types. 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. Mix and match colours using artefacts and objects. Create different textures e.g. use of sawdust. 	<ul style="list-style-type: none"> Make and match colours with increasing accuracy and know which primary colours make secondary colours. Use more specific colour language e.g. tint, tone, shade, hue. Experiment with different effects and textures inc. blocking in colour, washes, thickened paint etc. Work confidently on a range of scales e.g. thin brush on small picture etc. Choose paints and implements appropriately. Plan and create different effects and textures with paint according to what they need for the task. Show increasing independence and creativity with the painting process. 	<ul style="list-style-type: none"> Demonstrate a secure knowledge about primary and secondary, warm and cold, complementary and contrasting colours. Create shades and tints using black and white. Work on preliminary studies to test media and materials. Create imaginative work from a variety of sources. Choose appropriate paint, paper and implements to adapt and extend their work. Carry out preliminary studies, test media and materials and mix appropriate colours. Work from a variety of sources, inc. those researched independently. Show an awareness of how paintings are created (composition). 	Pollock, Monet, Chagall, Ben Moseley, Van Gogh,

NCC Progression of Skills in Art and Design

Textiles/collage	<ul style="list-style-type: none"> Handling, manipulating and enjoying using materials Developing and engaging with sensory experiences Simple collages Simple weaving 	<ul style="list-style-type: none"> Use a variety of techniques, e.g. weaving, tie-dyeing, fabric crayons and wax or oil resist and sewing. How to thread a needle, cut, glue and trim material. Create images from imagination, experience or observation. Create textured collages from a variety of media. Stitch, knot and use other manipulative skills. Use a wide variety of media, inc. photocopied material, fabric, plastic, tissue, magazines, crepe paper, etc. 	<ul style="list-style-type: none"> Use a variety of techniques for example: printing, dyeing, quilting, weaving, and embroidery Match the tool to the material, naming them accurately Combine skills more readily. Develop skills in stitching. Cutting and joining. Experiment with a range of media e.g. overlapping, layering etc. Choose collage or textiles as a means of extending work already achieved. Refine and alter ideas and explain choices using an art vocabulary. Collect visual information from a variety of sources, describing with vocabulary based on the visual and tactile elements. 	<ul style="list-style-type: none"> Join fabrics in different ways, including stitching. Use different grades and uses of threads and needles. Use a range of media to create collage. Awareness of the potential of the uses of material. Use different techniques, colours and textures etc when designing and making pieces of work. To be expressive and analytical to adapt, extend and justify their work. 	<ul style="list-style-type: none"> Linda Caverley, Molly Williams, William Morris, Gustav Klimt
3 D form	<ul style="list-style-type: none"> Handling, feeling, enjoying and manipulating materials Constructing Building and destroying Shape and model 	<ul style="list-style-type: none"> Manipulate clay for a variety of purposes, inc. thumb pots, simple coil pots and models. Explore sculpture with a range of malleable media, especially clay. Build a textured relief tile. Explore shape and form. Understand the safety and basic care of materials and tools. Experiment with, construct and join recycled, natural and man-made materials more confidently. 	<ul style="list-style-type: none"> Join clay adequately and work reasonably independently. Construct a simple clay base for extending and modelling other shapes. Make a simple papier mache object. Make informed choices about the 3D technique chosen Show an understanding of shape, space and form Plan, design, make and adapt models. Talk about their work understanding that it has been sculpted, modelled or constructed. Use a variety of materials. 	<ul style="list-style-type: none"> Describe the different qualities involved in modelling, sculpture and construction. Use recycled, natural and man-made materials to create sculpture. Develop skills in using clay inc. slabs, coils, etc. Make a mould and use plaster safely. Plan a sculpture through drawing and other preparatory work. Create sculpture and constructions with increasing independence. 	<ul style="list-style-type: none"> Henry Moore, Barbara Hepworth, Andy Goldsworthy,
Breadth of study	<ul style="list-style-type: none"> Work on their own, and collaboratively with others, on projects in 2 and 3 dimensions and on different scales. Use ICT 	<ul style="list-style-type: none"> Work on their own, and collaboratively with others, on projects in 2 and 3 dimensions and on different scales. Use ICT. Investigate different kinds of art, craft and design. 	<ul style="list-style-type: none"> Work on their own, and collaboratively with others, on projects in 2 and 3 dimensions and on different scales. Use ICT. Investigate art, craft and design in the locality and in a variety of genres, styles and traditions. 	<ul style="list-style-type: none"> Work on their own, and collaboratively with others, on projects in 2 and 3 dimensions and on different scales. Use ICT. Investigate art, craft and design in the locality and in a variety of genres, styles and traditions. 	<ul style="list-style-type: none"> Picasso, Dan Mather, Andy Warhol Joan Miro, Bridget Riley, Escher, Paul Klee,