## Art and Design Progression

## Art and Design in EYFS

Expressive arts and design is one of the seven key areas of learning and development in the Early Years Foundation Stage (EYFS) and involves giving children opportunities to:

- Exploring and using media and materials: children safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.
- Being imaginative: children use what they have learnt about media and materials in original ways, thinking about uses and purposes. They represent their own ideas, thoughts and feelings through art.
All learning is scaffolded through high quality questioning and language. Play is facilitated so it maximises opportunities for creativity and exploration, both indoors and outdoors.

| Knowledge |  |
| :---: | :---: |
| KS1 | KS2 |
| - Understand safety and basic care of materials/tools <br> - Learn, understand, apply art/design vocabulary <br> - Explore artists, craftspeople, designers from different times/cultures <br> - Develop creativity through the use of different materials | - Explore roles/purposes of artists, craftspeople, architects, designers from different times and cultures <br> - Understand how art and design reflects/shapes history <br> - Understand how art and design can contribute to the culture, creativity and wealth of our nation <br> - Identify artists working in similar way to their own work |


| Skills Through Exploring and Developing Ideas; Evaluating and Developing Work |  |
| :---: | :---: |
| KS1 | KS2 |
| - Use expert finished products and own imagination to develop new ideas <br> - Record ideas from observations and discussions <br> - Ask and answer questions <br> - Draw a simple design based on what they have learned <br> - Experiment with different media <br> - Experiment with different tools <br> - Create using the tools and media they have chosen <br> - Share what they and others have done <br> - Talk about what they might change or develop in their own work <br> - Use simple feedback to improve their work | - Use work of artists/craftspeople/architects/designers and own imagination to share and develop new ideas <br> - Record a range of ideas in sketchbooks <br> - Explore and select ideas/concepts to use in their work <br> - Build a visual vocabulary in sketchbooks <br> - Ask and answer questions to develop their work <br> - Experiment with/manipulate different media and tools <br> - Select most appropriate media/tools <br> - Develop control within use of range of tools <br> - Experiment with techniques, selecting most appropriate <br> - Evaluate, analyse and improve their work <br> - Compare ideas, methods, approaches in others' work and say what they think and feel |


| Drawing |  |  |
| :---: | :---: | :---: |
| Year 1 / 2 | Year 3 / 4 | Year 5 / 6 |
| - Control types of marks made with range of media <br> - Name, match, draw, invent new lines <br> - Observe, draw and invent shapes <br> - Investigate tone <br> - Investigate texture | - Experiment with different media to make lines/marks/ shapes <br> - Begin to show awareness of third dimension <br> - Experiment with different tones <br> - Create textures with different implements <br> - Apply simple use of pattern/texture in drawing | - Identify and replicate lines/marks/shapes in artists' work <br> - Understand and use simple perspective <br> - Develop own style using tonal contrast/mixed media <br> - Develop awareness of composition, scale etc <br> - Apply knowledge to show drawing mastery |


| Painting |  |  |
| :---: | :---: | :---: |
| Year 1 / 2 | Year 3 / 4 | Year 5 / 6 |
| - Know the different types of paint and their properties <br> - Identify primary and secondary colours by name <br> - Mix and match primary shades to create secondary colours <br> - Experiment with different paint colours to create shades <br> - Experiment with different styles and types of brush <br> - Experiment with techniques e.g. layering, mixing media, scraping <br> - Create textured paint by adding different media <br> - Work on different scales | - Use specific colour vocabulary <br> - Know which primary colours make secondary colours <br> - Mix and use tints and shades <br> - Experiment with tints, shades and tones <br> - Select the right tool for the job <br> - Experiment with different effects and textures, e.g. colour blocking, washes <br> - Create different textures according to the task <br> - Work on range of scales e.g. thin brush on small picture | - Apply colour vocabulary <br> - Identify complementary / contrasting colours <br> - Mix and match colours for a specific effect <br> - Work with complementary / contrasting colours <br> - Vary tools to give the best effect <br> - Carry out preliminary studies, trying out range of materials / media, mixing appropriate colours <br> - Develop a painting from a drawing/poem etc using imagination |


| Sculpture |  |  |
| :---: | :---: | :---: |
| Year 1 / 2 | Year 3 / 4 | Year 5 / 6 |
| - Explore different types of sculpture/architecture <br> - Sort, group, experiment with different natural and recycled materials <br> - Experiment with cutting, sticking, joining materials <br> - Use 2D shapes to create 3D form <br> - Design and plan 3D sculptures <br> - Create 3D sculptures | - Explore art made out of clay or similar materials <br> - Experiment making patterns in clay with different tools <br> - Develop clay skills e.g. coils, slips, indents, overlays <br> - Join clay to make extended shapes <br> - Design and plan clay sculpture <br> - Create clay sculpture | - Explore art made from wire <br> - Experiment making small shapes with wire <br> - Develop cutting skills <br> - Develop joining skills <br> - Design and plan wire sculptures <br> - Create wire sculptures with modroc |


| Printing |  |  |
| :---: | :---: | :---: |
| Year 1 / 2 | Year 3 / 4 | Year 5 / 6 |
| - Recognise pattern in environment <br> - Experiment and create patterns with objects <br> - Experiment with repeating patterns using art media <br> - Design repeating patterns <br> - Experiment with printing blocks to understand how they work <br> - Create simple printing blocks with press print <br> - Experiment with overprinting <br> - Create printed pattern | - Explore printing <br> - Experiment with intricately repeating patterns <br> - Create own repeating patterns in different ways / with different media <br> - Plan and design printing patterns <br> - Create printing blocks with impressed/relief prints <br> - Create prints with overlays <br> - Work into prints with range of media <br> - Apply printing to other media |  |

