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 Learn, understand, apply art/design vocabulary	•	Explore roles/purposes of artists, craftspeople, architects, designers from different times and cultures		
•	Explore artists, craftspeople, designers from different times/cultures	•	Understand how art and design reflects/shapes history		
•	Develop creativity through the use of different materials	•	Understand how art and design can contribute to the culture, creativity and wealth of our nation		
		•	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	Use work of artists/craftspeople/architects/designers and own imagination to			
Record ideas from observations and discussions	share and develop new ideas			
Ask and answer questions	Record a range of ideas in sketchbooks			
Draw a simple design based on what they have learned	Explore and select ideas/concepts to use in their work			
Experiment with different media	Build a visual vocabulary in sketchbooks			
Experiment with different tools	Ask and answer questions to develop their work			
Create using the tools and media they have chosen	Experiment with/manipulate different media and tools			
Share what they and others have done	Select most appropriate media/tools			
Talk about what they might change or develop in their own work	Develop control within use of range of tools			
Use simple feedback to improve their work	Experiment with techniques, selecting most appropriate			
	Evaluate, analyse and improve their work			
	 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	•	Experiment with different media to make	•	Identify and replicate lines/ marks/shapes in artists'	
•	Name, match, draw, invent new lines		lines/marks/ shapes		work	
•	Observe, draw and invent shapes	•	Begin to show awareness of third dimension	•	Understand and use simple perspective	
•	Investigate tone	•	Experiment with different tones	•	Develop own style using tonal contrast/mixed	
•	Investigate texture	 Create textures with different implements 			media	
		 Apply simple use of pattern/texture in drawing 		•	Develop awareness of composition, scale etc	
				•	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 Identify primary and secondary colours by name Mix and match primary shades to create secondary colours Experiment with different paint colours to create shades Experiment with different styles and types of brush Experiment with techniques e.g. layering, mixing media, scraping Create textured paint by adding different media Work on different scales 	 Know which primary colours make secondary colours Mix and use tints and shades Experiment with tints, shades and tones Select the right tool for the job Experiment with different effects and textures, e.g. colour blocking, washes 	 Apply colour vocabulary Identify complementary / contrasting colours Mix and match colours for a specific effect Work with complementary / contrasting colours Vary tools to give the best effect Carry out preliminary studies, trying out range of materials / media, mixing appropriate colours 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	Explore art made out of clay or similar materials	Explore art made from wire		
 Sort, group, experiment with different natural and recycled materials 	 Experiment making patterns in clay with different tools 	Experiment making small shapes with wireDevelop cutting skills		
• Experiment with cutting, sticking, joining materials	• Develop clay skills e.g. coils, slips, indents, overlays	Develop joining skills		
 Use 2D shapes to create 3D form 	 Join clay to make extended shapes 	Design and plan wire sculptures		
 Design and plan 3D sculptures 	Design and plan clay sculpture	Create wire sculptures with modroc		
Create 3D sculptures	Create clay sculpture			

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