





Art Skills Progression Map



							
	'Happy to Be Me'	'Let's Play'	'Come and Join the Celebration'	'Jurassic Park'	'Animal Crackers'	'No Place Like Home'	'Under the Sea'
N	<p>Skills Safely use and explore a variety of materials, tools and techniques experimenting with colour, design, texture, form and function Share their creations, explaining the process they have used. Explore, use and refine a variety of artistic effects to express their ideas and feelings. Return to and build on their previous learning, refining ideas and developing their ability to represent them. Create collaboratively, sharing ideas, resources and skills.</p> <p>Concepts To know what a self-portrait is and paint their own using a mirror as a guide. To know that portrait can be made with other materials. To understand that art can be appreciated with senses other than sight. To understand that small details can make a big difference to a picture. To know that portraits can have more than one person and be able to use a range of media to recreate their own from photographs.</p>					<p>Skills Safely use and explore a variety of materials, tools and techniques experimenting with colour, design, texture, form and function Share their creations, explaining the process they have used. Explore, use and refine a variety of artistic effects to express their ideas and feelings. Return to and build on their previous learning, refining ideas and developing their ability to represent them. Create collaboratively, sharing ideas, resources and skills.</p> <p>Concepts To know that some art can be useful and be able to say who would use it and how it would be used. To understand that art can be used to suit different groups of people</p>	<p>Skills Safely use and explore a variety of materials, tools and techniques experimenting with colour, design, texture, form and function Share their creations, explaining the process they have used. Explore, use and refine a variety of artistic effects to express their ideas and feelings. Return to and build on their previous learning, refining ideas and developing their ability to represent them. Create collaboratively, sharing ideas, resources and skills.</p> <p>Concepts To know that art can be found everywhere and use paint to recreate it. To know what shades are and be able to recreate some using colour cards. To know how to use the technique of marbling. To use imagination to create an unusual sea creature. To be able to describe patterns they can see and use them as inspiration for their own work. To know that other parts of the body can be used to make art</p>

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	'Tell Us a Story'	'Help is at Hand'	'Food Glorious Food'	'Way Back When...' Hats Had Brims	'If You Go Down to the Woods...'	'What On Earth...?'	'Come Fly With Me!'
R	Skills Safely use and explore a variety of materials, tools and techniques experimenting with colour, design, texture, form and function Share their creations, explaining the process they have used. Create collaboratively, sharing ideas, resources and skills.	Skills Safely use and explore a variety of materials, tools and techniques experimenting with colour, design, texture, form and function Create collaboratively, sharing ideas, resources and skills.				Skills Safely use and explore a variety of materials, tools and techniques experimenting with colour, design, texture, form and function Share their creations, explaining the process they have used. Create collaboratively, sharing ideas, resources and skills.	Skills Safely use and explore a variety of materials, tools and techniques experimenting with colour, design, texture, form and function Share their creations, explaining the process they have used. Explore, use and refine a variety of artistic effects to express their ideas and feelings. Return to and build on their previous learning, refining ideas and developing their ability to represent them. Create collaboratively, sharing ideas, resources and skills.
	Concepts To use a range of materials in decoration	Concepts To use printing to explore patterns in fingerprints and be able to say what they see.				Concepts To use a range of materials in decoration	Concepts To use the symbol of the elephant in Indian culture to recognise that art can be found in many places. To know that Wassily Kandinsky was a famous artist and be able to recreate work in his style. To know what a Pharaoh's mask is and design one of their own inspired by Egyptian art

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	'Happily Ever After'	'Unity in the Community'	'Royal Patrons'	'Never Eat Shredded Wheat'	'Children's Champion'	'Light Up the World'	'Come Fly With Me!'
Y1	3D Form Skills Development To know how to make a clay thumb pot with a lid. Skills <i>Ar5 3D-Form</i> Explore sculpture with a range of malleable materials. <i>Ar13 3D-Form</i> Manipulate clay in a variety of ways e.g. rolling, kneading and shaping	3D Form Skills Development To know how to make a clay thumb pot with a lid. Skills <i>Ar7</i> Respond to ideas. <i>Ar8</i> Make changes to their own work <i>Ar10 Painting</i> Use different brush sizes and types <i>Ar13 3D-Form</i> Manipulate clay in a variety of ways e.g. rolling, kneading and shaping				Drawing Skills Development To know how to create light and dark effects by exploring the use of different drawing implements. Skills <i>Ar14</i> Explore ideas <i>Ar15 Drawing</i> Experiment with the visual elements of line, shape, pattern and colour. <i>Ar16 Drawing</i> Work out ideas for drawings in a sketchbook <i>Ar21</i> Observe and comment on differences in their own and others' work <i>Ar22 Drawing</i> Draw for a sustained period of time using real objects, including single and grouped objects <i>Ar24 Drawing</i> Layer different media e.g. crayons, pastels, felt tips, charcoal and ballpoint	3D Form: Collage Skills Development To be able to explore a range of materials in order to adballpoint. to a collage. Skills <i>Ar4 Textiles / Collage</i> Investigate using a wide variety of media, including cards, fabric, plastic, tissue, magazines, crepe paper etc. <i>Ar7</i> Respond to ideas. <i>Ar8</i> Make changes to their own work. <i>Ar12 Textiles/Collage</i> Use a variety of techniques e.g. weaving, fabric crayons, sewing. <i>Ar13 3D-Form</i> Manipulate clay in a variety of ways e.g. rolling, kneading and shaping

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	'Inter-Nation Media Station'	'Land Ahoy!'	'Dancing Spy'	'Paddington's Passport'	'Record Breaker'	'Going Wild!' All About Animals	'Zero to Hero'
Y2	Photography / Drawing / Painting Skills Ar15 <i>Drawing</i> Experiment with the visual elements of line, shape, pattern and colour Ar17 <i>Painting</i> Experiment with a variety of tools and techniques, including mixing a range of secondary colours, shades and tones	Painting Skills Development To develop colour mixing skills through mixing primary colours To develop colour mixing by adding white Skills Ar14 Explore ideas. Ar17 <i>Painting</i> Experiment with a variety of tools and techniques, including mixing a range of secondary colours, shades and tones Ar25 <i>Painting</i> Work on a range of scales e.g. large brush on large paper etc.				Printing Skills Development <ul style="list-style-type: none"> To make a printing plate and print a repeating pattern. Skills Ar3 <i>Printing</i> Make marks in print with a variety of objects, including natural and man-made objects. Ar6 Recognise pattern in the environment. Ar11 <i>Printing</i> Build a repeating pattern	Painting Skills Ar17 <i>Painting</i> Experiment with a variety of tools and techniques, including mixing a range of secondary colours, shades and tones Ar23 Observe the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work

Y3	“That’s All, Folks!”	‘Athens v Sparta’	‘Lindow Man’	‘Rocky the Finosaur’	Out and About	Under the Canopy’	‘Come Fly With Me!’
	<p>Painting</p> <p>Skills Development To learn about different brushes, brush strokes and how to choose appropriate brushes for different tasks.</p> <p>Skills Ar30 <i>Drawing</i> Experiment with different grades of pencil and other implements Ar36 <i>Drawing</i> Use their sketchbook to observe, collect and record visual information from different sources Ar38 <i>Drawing</i> Use different media to achieve variations in line, texture, tone, colour, shape and pattern. Ar39 <i>Drawing</i> Draw independently for a sustained period of time Ar40 Plan, refine and alter their work as necessary Ar42 <i>Painting</i> Mix a variety of colours and know which primary colours make secondary colours.</p>	<p>3D Form</p> <p>Skills Development To know how to make a coil pot.</p> <p>Skills Ar34 <i>Modelling and Sculpting</i> Research, plan, design and make models. Ar45 <i>Modelling and Sculpting</i> Work with a degree of independence Ar46 <i>Modelling and Sculpting</i> Construct a simple clay base for extending and modelling other shapes. Ar47 <i>Modelling and Sculpting</i> Make a simple papier mâché object. Ar48 Design and create images and artefacts in response to their personal ideas.</p>					<p>Drawing and Painting</p> <p>Skills Ar30 <i>Drawing</i> Experiment with different grades of pencil and other implements. Ar36 <i>Drawing</i> Use their sketchbook to observe, collect and record visual information from different sources. Ar38 <i>Drawing</i> Use different media to achieve variations in line, texture, tone, colour, shape and pattern. Ar41 <i>Painting</i> Work confidently on a range of scales e.g. thin brush on small picture etc. Ar48 Design and create images and artefacts in response to their personal ideas</p>

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Y4	'Lightning Speed'	'Law and Order'	'Viking Warrior'	'May the Force Be With You'	'Saxon King'	Picture Our Planet	'Cry Freedom'
	<p>Printing Skills Development To know about a range of lines and marks that create different effects when printing.</p> <p>Skills Ar51 <i>Printing</i> Research, create and refine a print using a variety of techniques. Ar52 <i>Printing</i> Explore resist printing including marbling and silkscreen. Ar64 <i>Printing</i> Select broadly the kinds of material to print with in order to achieve the desired effect</p>	<p>Drawing Skills Development To know that line can be used effectively as a visual element in drawing.</p> <p>Skills Ar49 <i>Drawing</i> Explore relationships between line and tone, pattern and shape, line and texture and make informed choices in drawing, including use of paper and media. Ar54 Find out about artists, architects and designers. Ar55 <i>Drawing</i> Use research to inspire drawings from memory and imagination Ar56 <i>Drawing</i> Alter and refine drawings and describe changes, based on close observation, using appropriate vocabulary. Ar59 <i>Drawing</i> Make informed choices in drawing including use of paper and media. Ar60 <i>Drawing</i> Collect images and information independently in a sketchbook</p>				<p>Textiles and Collage Skills Development To know how to cut, layer and join materials.</p> <p>Skills Ar54 Find out about artists, architects and designers. Ar57 <i>Textiles / Collage</i> Match the correct tool to the material. Ar65 <i>Textiles / Collage</i> Choose collage or textiles as a means of extending work already achieved. Ar69 Design and create images and artefacts for clearly defined purposes</p>	<p>Mixed Media Skills Ar54 Find out about artists, architects and designers. Ar55 <i>Drawing</i> Use research to inspire drawings from memory and imagination. Ar69 Design and create images and artefacts for clearly defined purposes</p>

	'Mission Control'	'You're Not Invited'	'Fighting Footballer'	'Go With The Flow'	'Pharaoh Queen'	'Global Warning'	'Come Fly With Me!'
Y5	Painting Skills Ar72 <i>Painting</i> Work on preliminary studies to test media and materials Ar75 Compare and comment on ideas, methods and approaches used in their own and others' work, beginning to relate these to intention, in order to adapt and improve outcomes Ar77 <i>Painting</i> Demonstrate a secure knowledge about primary and secondary, warm and cold, complementary and contrasting colours Ar78 <i>Painting</i> Create imaginative work from a variety of sources	3D Form Skills Ar75 Compare and comment on ideas, methods and approaches used in their own and others' work, beginning to relate these to intention, in order to adapt and improve outcomes Ar84 <i>3-D Form</i> Use recycled, natural and man-made materials to create sculpture Ar85 <i>3-D Form</i> Plan a sculpture through drawing and other preparatory work Ar86 Design and create images and artefacts in response to personal ideas and for clearly defined purposes by selecting and developing techniques and using a range of materials					Painting Skills Development To learn about different types of paint and explore their capabilities on a range of surfaces. Skills Ar72 <i>Painting</i> Work on preliminary studies to test media and materials. Investigate, explore and record information to generate imaginative ideas. Ar75 Compare and comment on ideas, methods and approaches used in their own and others' work, beginning to relate these to intention, in order to adapt and improve outcomes. Ar78 <i>Painting</i> Create imaginative work from a

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	'A World of Bright Ideas'	'Wars of the World'	'True Crime'	'In Your Element'	'Time Team'	'Full of Beans'	'I Have a Dream...'
Y6	<p>Printing Skills Development To know how to create a two-colour relief print with a stencil</p> <p>Skills Ar79 <i>Printing</i> Choose the printing method appropriate to task. Ar80 <i>Printing</i> Build up layers and colours/textures. Ar81 <i>Printing</i> Organise their work in terms of pattern, repetition, symmetry or random printing styles. Ar99 <i>Printing</i> Describe varied techniques. Ar100 <i>Printing</i> Show confidence in printing on paper or fabric</p>	<p>Collage and Textiles Skills Development To know about exploring fabrics by stitching</p> <p>Skills Ar102 <i>Textiles/Collage</i> Show awareness of the potential of the uses of materials Ar103 <i>Textiles/Collage</i> Use different techniques, colours and textures when designing and making pieces of work</p>				<p>Skills Ar70 <i>Drawing</i> Research and use a variety of source material for their work Ar71 <i>Drawing</i> Explore the potential properties of the visual elements of line, tone, pattern, texture, colour and shape Ar73 <i>Drawing</i> Work in a sustained and independent way from observation, experience and imagination Ar76 <i>Drawing</i> Use a sketchbook to develop ideas Ar86 Design and create images and artefacts in response to personal ideas and for clearly defined purposes by selecting and developing techniques and using a range of materials</p>	<p>3D Form Skills Ar93 Analyse and comment on ideas and methods Ar104 <i>Modelling and Sculpting</i> Create sculpture and constructions with increasing independence</p>