

Art

Summary and Progression							Drawing Skills
Nursery	Reception	Y1	Y2	Y3	Y4	Y5	Y6
<ul style="list-style-type: none"> Draw with increasing complexity and detail such as representing a face with a circle and including details. Use drawing to represent ideas like movement or loud noises. Show different emotions within their drawings – happiness, sadness, fear etc. Create closed shapes with continuous lines, and begin to use these shapes to represent objects 	<ul style="list-style-type: none"> Draw with increasing complexity and detail through observations of objects such as artefacts, flowers etc. Explore, use and refine a variety of artistic effects to express their ideas and feelings (e.g. shading, thick pencil lines, thin pencil lines) 	<ul style="list-style-type: none"> Begin to control the types of marks that they are making with the range of different media, and using the correct pencil grip. Develop a range of tone using a pencil and use a variety of drawing techniques such as: hatching, scribbling, stippling, and blending to create light/dark lines. Work on large scale and small scales for fine and gross motor skills 	<ul style="list-style-type: none"> Hold pencil with correct grip and use appropriate pressure to create patterns and textures. Use a wide range of patterns and textures. Investigate tone using a range of techniques such as hatching, cross-hatching, feathering and pointillism and by drawing light/dark lines and patterns/shapes using a pencil. Understand perspective from the point of foreground and background. 	<ul style="list-style-type: none"> Developing intricate patterns/ marks with a variety of media. Demonstrate experience in different grades of pencil and other implements to create different texture and tone. Begin to show an awareness of objects having a third dimension and perspective. 	<ul style="list-style-type: none"> Create intricate patterns and textures using different grades of pencil and other implements/media to create lines, marks and develop tone. (Cross hatch, Feather, Pointillism, Scumble, Contouring, Tonal work) Begin to construct faces and portraits Develop drawings featuring the third dimension and perspective. 	<ul style="list-style-type: none"> Create finer more intricate pattern making using all previously learned skills, using - line, tone, pattern, texture, shading, hatching, feathering, smudging, scumbling, pointillism. Rreplicate patterns and textures in various art and objects. Use simple perspective in using a single focal point and horizon. Learn how to use map out the correct proportions to create a portrait. 	<ul style="list-style-type: none"> Create finer more intricate patterns and textures using all previously learned skills. Drawing from observation including detail and shading (lights/shadows). Have opportunities to develop further simple perspective in their work using a single focal point and horizon and develop vanishing points. Map out a still life.

Summary and Progression							Painting Skills
Nursery	Reception	Y1	Y2	Y3	Y4	Y5	Y6
<ul style="list-style-type: none"> Explore colours and colour mixing 	<ul style="list-style-type: none"> Recognise and name the primary colours being used. 	<ul style="list-style-type: none"> Start to mix a range of secondary colours, moving towards predicting resulting colours. 	<ul style="list-style-type: none"> Control the types of marks made with a range of painting techniques e.g. 	<ul style="list-style-type: none"> Demonstrate increasing control of the types of marks made and experiment with 	<ul style="list-style-type: none"> Control types of marks made and experiment with different effects and textures inc. blocking in 	<ul style="list-style-type: none"> Mix and match colours to create atmosphere and light effects. Mix flesh colour tones. 	<ul style="list-style-type: none"> Use all previously learned painting skills including colour mixing and brush techniques

<ul style="list-style-type: none"> Show different emotions within their paintings – happiness, sadness, fear etc. 	<ul style="list-style-type: none"> Mix and match colours to different artefacts and objects. Explore working with paint on different surfaces/textures and in different ways i.e. coloured, sized and shaped paper. Explore, use and refine a variety of artistic effects to express their ideas and feelings (e.g. explore how to make a colour darker and a colour lighter, colour mixing, thick paint lines, thin paint lines) 	<ul style="list-style-type: none"> Experience colour matching. Begin to control the types of marks that they are making with the range of different media. Explore with a variety of media; different brush sizes and tools. Paint on different surfaces with a range of media. Painting from observation using powder paint 	<p>layering, mixing media, and adding texture.</p> <ul style="list-style-type: none"> Mix tertiary colours, shades and tones – use, and match to the colour wheel. Lighten and darken without using black and white. Make own black. 	<p>different effects and textures inc. blocking in colour, washes, thickened paint and creating textural effects.</p> <ul style="list-style-type: none"> Use light and dark within painting and begin to explore complimentary colours. Make your own black without using black. 	<p>colour, washes, thickened paint and creating textural effects.</p> <ul style="list-style-type: none"> Create different gradients of colour and use light and dark within painting and show understanding of complimentary colours. Map out and paint landscapes. 	<ul style="list-style-type: none"> Explore a range of brush techniques and use a variety of widths and types of brush for effect. Experiment with different effects such as washes, thickening paint, over painting, blocking, dry brushing. Paint portraits 	<p>to produce work from observation and imagination of increasing skill.</p> <ul style="list-style-type: none"> To combine colours to create tone, shade and mood. Paint a still life. Purposely control the types of marks made and experiment with different effects and textures inc. blocking in colour, washes, thickened paint creating textural effects.
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Summary and Progression							Textile skills
Nursery	Reception	Y1	Y2	Y3	Y4	Y5	Y6
<ul style="list-style-type: none"> Use threading resources (e.g. beads on a string). Explore simple weaving: paper, twigs, bike wheels. 	<ul style="list-style-type: none"> Use threading cards. Create simple art using weaving: paper, twigs hessian with wool. 	<ul style="list-style-type: none"> Begin to identify different forms of textiles. Have experience in colouring textiles: printing, fabric crayons. Begin to thread, learn running stitch and simple weave and understand the process and some techniques. Explain how to thread a needle and have a go. Begin to identify different types and textures of fabric and materials for collage. 	<ul style="list-style-type: none"> Use running stitch to stitch two pieces of fabric - passing the needle through the material and back again. Use a range of threads and explain how to thread a needle and have a go. Follow a pattern. Weave using a base such as nets, grass through twigs, carrier bags on a bike wheel etc. 	<ul style="list-style-type: none"> Use a variety of techniques, e.g. printing, fabric paint/dye, weaving and stitching to create different textural effects. Teach running stitch as a technique used in hand sewing e.g. apply decoration using beads, buttons, feathers etc. Teach cross-stitch using binca. Show further experience in changing and modifying threads and fabrics, knotting, fraying, fringing, pulling threads, twisting, plaiting. 	<ul style="list-style-type: none"> Sewing stitches: running, back, French knot and applique. Weaving warp and weft patterns. Apply decoration using needle and thread: buttons, sequins. Know how to attach layers of material. Know that running stitch and cross stitch can be used to create picture. 	<ul style="list-style-type: none"> Use a variety of techniques, e.g. dyeing, weaving and stitching to create different textural effects. Embroidery over fabric paint/dye. Embroidery or multiple skills to make collage e.g. a portrait, landscape. Experience Rag weaving. 	<ul style="list-style-type: none"> Use chain stitch. Select the correct threads for backstitch and running stitch. Knowing the importance of finishing carefully. Use a range of weaving techniques to create a landscape or portrait collage.
Summary and Progression							Printing skills
Nursery	Reception	Y1	Y2	Y3	Y4	Y5	Y6
<ul style="list-style-type: none"> Enjoy using stampers to create pictures and patterns Simple pictures by printing from objects, e.g. finger printing. Enjoy and explore taking rubbings: leaf, brick, coin. 	<ul style="list-style-type: none"> Enjoy using stencils to create a picture. Make pictures and patterns using a range of objects (e.g. vegetables, stampers) Take detailed rubbings of their environment and objects 	<ul style="list-style-type: none"> Explore printing simple pictures with a range of hard and soft materials e.g. cork, pen barrels, sponge. Produce a clean potato printed image which can be repeated. Begin to identify forms of printing: Books, posters, pictures and/or fabrics. 	<ul style="list-style-type: none"> Explore printing simple pictures with a range of hard and soft materials e.g. cork, pen barrels, sponge. Make simple marks on rollers and printing palettes. Create repeated tessellating images with two colours. Overprint motifs and colour. 	<ul style="list-style-type: none"> Print simple pictures using different printing techniques. Potato printing two overlaid images. Press print one image repeated. Children can create different patterns into a potato to produce a piece of art work that has repeated patterns. 	<ul style="list-style-type: none"> Potato printing or press print two colours overlaid. Children must know how to carve shapes into a potato and polystyrene tile. Create repeating patterns. 	<ul style="list-style-type: none"> Overlaying 3 colours using press print. Overlay colours and patterns using potato print to create more intricate designs. Experience printing on fabric. 	<ul style="list-style-type: none"> Press print four overlays with press print. Create mosaic type pattern using potato print.

Summary and Progression							Sculpture Skills
Nursery	Reception	Y1	Y2	Y3	Y4	Y5	Y6
<ul style="list-style-type: none"> Enjoy a range of malleable media such as clay and salt dough. Use simple decorations for their creations. 	<ul style="list-style-type: none"> Use a range of malleable media such as clay and salt dough to create from imagination and observation. Impress and apply simple decoration. Cut shapes using scissors and other modelling tools. 	<ul style="list-style-type: none"> Experiment in a variety of malleable media such as clay and salt dough to create thumb pots or natural objects. Continue to manipulate malleable materials in a variety of ways including: rolling, pinching and kneading. Impress and apply simple decoration techniques: impressed, painted, applied. 	<ul style="list-style-type: none"> Manipulate malleable media for a variety of purposes e.g. coil pots, models. Build a texture relief tile. Create surface patterns/textures. 	<ul style="list-style-type: none"> Join two parts successfully using slip. Construct a simple base for extending and modelling other shapes. Produce more intricate surface patterns/ textures and use them when appropriate. Using clay thumb pot use Modroc and junk modelling to create structures. Use pinch and coil techniques. 	<ul style="list-style-type: none"> Create structures using slabs of clay Make a slip to join to pieces of clay. Use Modroc to cover a variety of junk to create sculptures. Finish with paint. 	<ul style="list-style-type: none"> Experiment with different ways of finishing Work: glaze, paint, polish Use recycled, natural and manmade materials to create sculptures and cover with Modroc and finish Use clay to create a tall structure such as a totem pole by combining thumb pots, slab and coil construction. 	<ul style="list-style-type: none"> Use a combination of pinch, slab, and coil to model. Demonstrate experience in the understanding of different ways of finishing work: glaze, paint, polish Proportion facial features and careful placing of eyes for emotion Create armature frames and cover and finish with Mod rock