

Progression in Art and Design

Year Group	Units to Cover	Projects	Key Knowledge	Key Skills	Key Vocabulary
Milepost 1	Developing Ideas Evaluation	Magic Toymaker Hooray... Let's go on holiday Time Travellers London's Burning We're going to the zoo Land A'Hoy	Use a range of materials creatively to design and make products Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space. Talk about 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.	Work from observation and known objects Use imagination to form simple images from given starting points or a description Begin to collect ideas in sketchbooks, including visual images. Work with different materials Begin to think what materials best suit the task Look at and talk about own work and that of other artists and the techniques they had used expressing their likes and dislikes. Explore 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. Explore the work of a range of artists, craft makers and designers, making comparisons and describing the differences and similarities and making links to their own work. Express thoughts and feelings about a piece of art. Reflect and explain the successes and challenges in a piece of art created. Explain how a piece of art makes them feel – link to emotions. Identify changes they might make or how their work could be developed further.	Observation Imagination Collect
Milepost 2	Developing Ideas Evaluation	Mayans Extreme Earth	Use Art books to record their observations and use them to review and revisit ideas.	Use a variety of ways to record ideas including digital cameras and iPads Develop artistic/visual vocabulary to discuss work Begin to suggest improvements to own work	Record Vocabulary

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		Ancient Greece Ancient Egypt Invaders and Settlers Explorers	Improve their mastery of art and design techniques including drawing, painting and sculpture with a range of materials. Talk about great artists, architects and designers in history.	Experiment with a wider range of materials Present work in a variety of ways Continue to explore 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 Discuss own and others work, expressing thoughts and feelings, and using knowledge and understanding of artists and techniques. Respond to art from other cultures and other times. Discuss and review own and others work, expressing thoughts and feelings, and identify modifications/ changes and see how they can be developed further. Begin to explore a range of great artists, architects and designers in history.	
Milepost 3	Developing Ideas Evaluation	Romans Our Planet Homes Victorians Britain War	Use Art books to record their observations and use them to review and revisit ideas. Improve their mastery of art and design techniques including drawing, painting and sculpture with a range of materials. Talk about great artists, architects and designers in history.	Select and develop ideas confidently, using suitable materials confidently Improve quality of artbooks with mixed media work and annotations Select own images and starting points for work Develop artistic/visual vocabulary when talking about own work and that of others Begin to explore possibilities, using and combining different styles and techniques Recognise the art of key artists and begin to place them in key movements or historical events.	Develop Improve Explore Combine

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				Discuss and review own and others work, expressing thoughts and feelings, and identify modifications/ changes and see how they can be developed further. Identify artists who have worked in a similar way to their own work. Explore a range of great artists, architects and designers in history. Compare the style of different styles and approaches. Discuss and review own and others work, expressing thoughts and feelings explaining their views. Identify artists who have worked in a similar way to their own work. Explore a range of great Artists, architects and designers in history.	
Milepost 1	Printing	Magic Toymaker Hooray... Let's go on holiday Time Travellers London's Burning We're going to the zoo Land A'Hoy	Use a range of materials creatively to design and make products Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space. Talk about 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.	Finger print, sponge print, different sized blocks to print and form pattern. Develop controlled printing with objects or shape, overlapping shapes or repeating pattern Experiment with marbling, investigating how ink floats and changes with movement Explore environment prints, e.g. rubbings	Press Roll Rub Stamp

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Milepost 2	Printing	Mayans Extreme Earth Ancient Greece Ancient Egypt Invaders and Settlers Explorers	Use Art books to record their observations and use them to review and revisit ideas. Improve their mastery of art and design techniques including drawing, painting and sculpture with a range of materials. Talk about great artists, architects and designers in history.	Use roller and ink printing. Use simple block shapes formed by children. Blend two colours when printing - experiment with amounts of paint applied and develop control Using roller & inks, take prints from other objects (leaves, fabric, corrugated card) to show texture. Make repeated patterns, tessellations and overlays Form string roller prints to create continuous patterns	Blend Texture Precise
Milepost 3	Printing	Romans Our Planet Homes Victorians Britain War	Use Art books to record their observations and use them to review and revisit ideas. Improve their mastery of art and design techniques including drawing, painting and sculpture with a range of materials. Talk about great artists, architects and designers in history.	Explore mono-printing Explore polystyrene and cardboard prints with roller and ink Experiment with screen printing Design and create motifs to be turned into printing block images Investigate techniques from paper printing to work on fabrics	Scratching Etching
Milepost 1	Sculpture	Magic Toymaker Hooray... Let's go on holiday	Use a range of materials creatively to design and make products Use drawing, painting and sculpture to develop and share	Develop understanding of 2D and 3D in terms of artwork - paintings/sculptures Investigate a range of different materials and experiment with how they can be connected together to form simple structures	2D/3D Structure Pinching Rolling Twisting Scratching Moulding

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		Time Travellers London's Burning We're going to the zoo Land A'Hoy	their ideas, experiences and imagination Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space. Talk about 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.	Look at sculptures and try to recreate them using everyday objects/range of materials and combination of shapes Begin to form own 3D pieces - consider covering these with papier-mâché Investigate clay and add details and textures using tools to cut and carve Look at sculptures by known artists and natural objects as starting points for own work	
Milepost 2	Sculpture	Mayans Extreme Earth Ancient Greece Ancient Egypt Invaders and Settlers Explorers	Use Art books to record their observations and use them to review and revisit ideas. Improve their mastery of art and design techniques including drawing, painting and sculpture with a range of materials. Talk about great artists, architects and designers in history.	Develop confidence working with clay adding greater detail and texture, investigating ways to join e.g scratch and slip Add colour once clay is dried Introduce 'Modroc' Create work on a larger scale as a group Use pipe cleaners/wire to create sculptures of human forms Begin to form 3D objects by using nets	Detail Texture Scratch/Slip
Milepost 3	Sculpture	Romans Our Planet Homes	Use Art books to record their observations and use them to review and revisit ideas.	Provoke different interpretations Design and create sculpture, both small and large scale Make masks from a range of cultures and traditions, building a collage element into the sculptural process	Small scale Large Scale Interpretation Malleable

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		Victorians Britain War	Improve their mastery of art and design techniques including drawing, painting and sculpture with a range of materials. Talk about great artists, architects and designers in history.	Use tools to form sculptures Use wires to create malleable forms Build upon wire to create forms which can then be padded out (e.g. with newspaper) and covered (e.g. with modroc) Create human forms showing movement	
Milepost 1	Textile and Collage	Magic Toymaker Hooray... Let's go on holiday Time Travellers London's Burning We're going to the zoo Land A'Hoy	Use a range of materials creatively to design and make products Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space. Talk about 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.	Develop collages, based on a simple drawing, using papers and materials Collect natural materials to create a temporary collage (an autumn tree/ the school building using sticks/rocks/leaves etc) Weave or plait using varied materials - paper, carrier bags, wool Investigate a range of textures through mixed materials Simple batik work Develop tearing, cutting and layering paper to create different effects Join materials using glue Dye fabrics	Collage Collect Investigate
Milepost 2	Textile and Collage	Mayans Extreme Earth	Use Art books to record their observations and use them to review and revisit ideas.	Research embroidery designs from around the world, create own designs based on these Sew simple stitches using a variety of threads and wool	Investigate Precise Textile Collage Sew

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		Ancient Greece Ancient Egypt Invaders and Settlers Explorers	Improve their mastery of art and design techniques including drawing, painting and sculpture with a range of materials. Talk about great artists, architects and designers in history.	Investigate tie-dying, colouring fabric Investigate mosaic Create a collage using fabric as a base Use felt To ensure work looks precise Use a selective range of materials for a striking effect e.g. more abstract ways of thinking.	Materials
Milepost 3	Textile and Collage	Romans Our Planet Homes Victorians Britain War	Use Art books to record their observations and use them to review and revisit ideas. Improve their mastery of art and design techniques including drawing, painting and sculpture with a range of materials. Talk about great artists, architects and designers in history.	Show a range of polished stitching techniques Investigate ways of changing fabrics. Experiment with circular embroidery frames	Stitch Sewing Ironing Cutting Tearing Creasing Knotting Quilting Padding Gathering
Milepost 1	Digital Media	Magic Toymaker Hooray... Let's go on holiday Time Travellers London's Burning	Use a range of materials creatively to design and make products Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination Develop a wide range of art and design techniques in using	Take a self-portrait or a photograph. Use a simple computer paint program to create a picture Understand how to use 'zoom' to show an object in detail	Digital Ipad Computer

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		We're going to the zoo Land A'Hoy	colour, pattern, texture, line, shape, form and space. Talk about 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.		
Milepost 2	Digital Media	Mayans Extreme Earth Ancient Greece Ancient Egypt Invaders and Settlers Explorers	Use Art books to record their observations and use them to review and revisit ideas. Improve their mastery of art and design techniques including drawing, painting and sculpture with a range of materials. Talk about great artists, architects and designers in history.	Use printed images taken with a digital camera and combine them with other media to produce art work Use IT programs to create a piece of work that includes their own work and that of others (e.g. using the internet) Take photographs and explain their creative vision Create a piece of art which includes integrating a digital image they have taken. Take a photo from an unusual or thought-provoking viewpoint	Digital IT programs Photographs Integrate
Milepost 3	Digital Media	Romans Our Planet Homes Victorians Britain War	Use Art books to record their observations and use them to review and revisit ideas. Improve their mastery of art and design techniques including drawing, painting and sculpture with a range of materials.	Scan an image or take digital photographs and use software to alter them, adapt them and create work with meaning. Compose a photo with thought for textural qualities, light and shade Have opportunity to explore modern and traditional artists using ICT and other resources. Combine a selection of images using digital technology considering colour, size and rotation.	Scan/Take Adapt Compose Combine

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			Talk about great artists, architects and designers in history.		
Milepost 1	Painting	Magic Toymaker Hooray... Let's go on holiday Time Travellers London's Burning We're going to the zoo Land A'Hoy	Use a range of materials creatively to design and make products Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space. Talk about 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.	Experiment with paint media using a range of appropriate sized tools, e.g. different brush sizes, hands, feet, rollers and pads. Explore techniques such as lightening and darkening paint without the use of black or white. Begin to show control over the types of marks made. Paint on different surfaces with a range of media. Name the primary colours and start to mix a range of secondary colours, moving towards predicting resulting colours. Understanding the colour wheel. Understand how to make tints using white and tones by adding black to make darker and lighter shades. Build confidence in mixing colour shades and tones.	Experiment Primary colours Secondary colours Tint Colour Shade Tone Wheel
Milepost 2	Painting	Mayans Extreme Earth Ancient Greece Ancient Egypt	Use Art books to record their observations and use them to review and revisit ideas. Improve their mastery of art and design techniques including drawing, painting and sculpture with a range of materials.	Use a range of brushes to demonstrate increasing control the types of marks made and experiment with different effects and textures including blocking in colour, washes, thickened paint creating textural effects. Use light and dark within painting and begin to explore complimentary colours. Mix colour, shades and tones with increasing confidence.	Control Wash Thick Think Light Dark Colour Shade Tone

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		Invaders and Settlers Explorers	Talk about great artists, architects and designers in history.	Become increasingly confident in creating different effects and textures with paint according to what they need for the task. Understand how to create a background wash. Confidently control the types of marks made and experiment with different effects and textures including blocking in colour, washes, thickened paint creating textural effects. Start to develop a painting from a drawing. Begin to choose appropriate media to work with. Use light and dark within painting and show understanding of complimentary colours. Mix colour, shades and tones with increasing confidence. Work in the style of a selected artist (not copying	
Milepost 3	Painting	Romans Our Planet Homes Victorians Britain War	Use Art books to record their observations and use them to review and revisit ideas. Improve their mastery of art and design techniques including drawing, painting and sculpture with a range of materials. Talk about great artists, architects and designers in history.	Confidently control the types of marks made and experiment with different effects and textures including blocking in colour, washes, thickened paint creating textural effects. Mix and match colours to create atmosphere and light effects. Mix colour, shades and tones with confidence building on previous knowledge. Start to develop their own style using tonal contrast and mixed media. Work in a sustained and independent way to develop their own style of painting. This style may be through the development of: colour, tone and shade. Understanding which works well in their work and why.	Blocking Washes Mixed Shade Tone Contrast

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Milepost 1	Drawing	Magic Toymaker Hooray... Let's go on holiday Time Travellers London's Burning We're going to the zoo Land A'Hoy	Use a range of materials creatively to design and make products Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space. Talk about 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.	Experiment control with a variety of media; pencils, rubbers, crayons, pastels, felt tips, charcoal, pen, chalk. Begin to control the types of marks made with the range of media. Draw on different surfaces with a range of media. 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. Investigate and understand tone Draw lines/marks from observations.	Mark make Hatching Scribbling Stippling Blending Light Dark Tone Observation
Milepost 2	Drawing	Mayans Extreme Earth Ancient Greece Ancient Egypt Invaders and Settlers Explorers	Use Art books to record their observations and use them to review and revisit ideas. Improve their mastery of art and design techniques including drawing, painting and sculpture with a range of materials. Talk about great artists, architects and designers in history.	Develop intricate patterns/ marks with a variety of media. Demonstrate experience in different grades of pencil and other implements to draw different forms and shapes. Begin to indicate facial expressions in drawings Draw for a sustained period of time at an appropriate level. Experiment with different grades of pencil and other implements to achieve variations in tone and make marks on a range of media. Further develop drawing a range of tones, lines using a pencil.	Patterns Pencil grade Form Shape Expression Tone Mark

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Milepost 3	Drawing	Romans Our Planet Homes Victorians Britain War	Use Art books to record their observations and use them to review and revisit ideas. Improve their mastery of art and design techniques including drawing, painting and sculpture with a range of materials. Talk about great artists, architects and designers in history.	Develop a key element of their work: line, tone, pattern, texture. Use different techniques for different purposes e.g. shading – which works well and why. Start to develop their own style using tonal contrast and mixed media. Have opportunities to develop further simple perspective in their work using a single focal point and horizon and third dimension. Draw for a sustained period of time over a number of sessions working on one piece, creating a detailed drawing.	Perspective 3D Line Tone Pattern Texture Shading Contrast

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Skills and Techniques	Developing Ideas and Evaluation	Look and talk about what they have produced, describing simple techniques and media used.
	Drawing	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
	Painting	Experimenting with and using primary colours – Naming and mixing (not formal). Learn the names of different tools that bring colour. Use a range of tools to make coloured marks on paper
	Sculpture	Handling, feeling, enjoying and manipulating materials. Constructing, building and destroying, shape and model.
	Printing	Enjoy taking rubbings: leaf, brick, coin. Simple pictures by printing from objects. Develop simple patterns by using objects. Enjoy using stencils to create a picture.
	Textiles and Collages	Handling, manipulating and enjoying using materials – Sensory experience. Simple collages and simple weaving techniques.
	Digital	To use a simple program, like paint, to create Digital Art.