


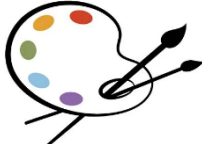





Art Progression of Skills at Tannery Drift First School

Skill	Early Years	Year 1	Year 2	Year 3	Year 4
<p style="text-align: center;">Exploring and developing ideas</p> 	<p>Expressing Arts and Design</p> <p>Development Matters: Age 3&4 Use drawing to represent ideas like movement or loud noises. Develop their own ideas and then decide which materials to use to express them. Explore different materials freely, to develop their ideas about how to use them and what to make.</p> <p>Development Matters: Age 4&5 Explore, use and refine a variety of artistic effects to express their ideas and feelings.</p> <p>Early Learning Goal Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.</p>	Record and explore ideas from firsthand observation, experience and imagination.	Record and explore ideas from firsthand observation, experience and imagination.	Select and record from firsthand observation, experience and imagination. Explore ideas for different purposes.	Select and record from firsthand observation, experience and imagination. Explore ideas for different purposes.
		Ask and answer questions about the starting points for their work and develop their ideas.	Ask and answer questions about the starting points for their work and the processes they have used. Develop their ideas.	Question and make thoughtful observations about starting points and select ideas to use in their work.	Question and make thoughtful observations about starting points and select ideas to use in their work.
		Explore the differences and similarities within the work of artists, craftspeople and designers in different times and cultures.	Explore the differences and similarities within the work of artists, craftspeople and designers in different times and cultures.	Explore the roles and purposes of artists, craftspeople and designers working in different times and cultures.	Explore the roles and purposes of artists, craftspeople and designers working in different times and cultures.
<p style="text-align: center;">Evaluating and developing work</p> 	<p>Development Matters: Age 4&5 Return to and build on their previous learning, refining ideas and developing their ability to represent them.</p> <p>Early Learning Goal Children share their creations, explaining the process they have used,</p>	Review what they and others have done and say what they think and feel about it, e.g. annotate sketchbook.	Review what they and others have done and say what they think and feel about it, e.g. annotate sketchbook.	Compare ideas, methods and approaches in their own and others' work and say what they think and feel about them.	Compare ideas, methods and approaches in their own and others' work and say what they think and feel about them.
		Identify what they might change in their current work or develop in their future work.	Identify what they might change in their current work or develop in their future work.	Adapt their work according to their views and describe how they might develop it further.	Adapt their work according to their views and describe how they might develop it further.
		Work in a sketchbook.	Annotate work in sketchbook.	Annotate work in sketchbook.	Annotate work in sketchbook.

Skill	Early Years	Year 1	Year 2	Year 3	Year 4
Drawing 	<p>Expressing Arts and Design Development Matters: Age 3&4 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 in their drawings and paintings, like happiness, sadness, fear, etc.</p> <p>Development Matters: Age 4&5 Develop their small motor skills so that they can use a range of tools competently, safely and confidently. Suggested tools: pencils for drawing.</p> <p>Early Learning Goal Begin to show accuracy and care when drawing.</p>	Use a variety of tools, including pencils, rubbers, crayons, pastels, felt tips, charcoal, ballpoints, chalk and other dry media.	Layer different media, e.g. crayons, pastels, felt tips, charcoal and ballpoint.	Experiment with different grades of pencil and other implements. Plan, refine and alter their drawings as necessary.	Make informed choices in drawing inc. paper and media.
		Use a sketchbook to gather and collect artwork.	Understand the basic use of a sketchbook and work out ideas for drawings. Draw for a sustained period of time from the figure and real objects, including single and grouped objects.	Use sketchbook to collect and record visual information from different sources. Draw for a sustained period of time at their own level.	Use research to inspire drawings from memory and imagination. Alter and refine drawings and describe changes using art vocabulary. Collect images and information independently in a sketchbook.
		Begin to explore the use of line, shape and colour.	Experiment with the visual elements; line, shape, pattern and colour.	Use different media to achieve variations in line, texture, tone, colour, shape and pattern.	Explore relationships between line and tone, pattern and shape, line and texture.
Painting 	<p>Expressing Arts and Design Development Matters: Age 3&4 Show different emotions in their drawings and paintings, like happiness, sadness, fear, etc. Explore colour and colour mixing.</p> <p>Development Matters: Age 4&5 Develop their small motor skills so that they can use a range of tools competently, safely and confidently. Suggested tools: paintbrushes.</p> <p>Early Learning Goal Children use and explore a variety of materials. Tools and techniques experimenting with colour, design, texture, form and function.</p>	Use a variety of tools and techniques including the use of different brush sizes and types. Mix and match colours to artefacts and objects. Work on different scales.	Experiment with tools and techniques, inc. layering, mixing media, scraping through etc. Work on a range of scales e.g. large brush on large paper etc.	Use a developed colour vocabulary. Experiment with different effects and textures inc. blocking in colour, washes, thickened paint etc.	Use more specific colour language e.g. tint, tone, shade, hue. Choose paints and implements appropriately. Plan and create different effects and textures with paint according to what they need for the task.
		Mix secondary colours and shades using different types of paint.	Mix a range of secondary colours, shades and tones. Name different types of paint and their properties.	Mix a variety of colours and know which primary colours make secondary colours.	Make and match colours with increasing accuracy.
		Create different textures e.g. use of sawdust.	Mix and match colours using artefacts and objects.	Work confidently on a range of scales e.g. thin brush on small picture etc.	Show increasing independence and creativity with the painting process.

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Printing 	<p>Expressing Arts and Design Development Matters: Age 3&4 Explore different materials freely, to develop their ideas about how to use them and what to make.</p> <p>Development Matters: Age 4&5 Explore, use and refine a variety of artistic effects to express their ideas and feelings.</p> <p>Early Learning Goal Children use and explore a variety of materials. Tools and techniques experimenting with colour, design, texture, form and function.</p>	<p>Make marks in print with a variety of objects, including natural and made objects.</p> <p>Carry out different printing techniques e.g. mono-print, block, relief and resist printing.</p> <p>Make rubbings. Build a repeating pattern and recognise pattern in the environment.</p>	<p>Use a variety of techniques, inc. carbon printing, relief, press and fabric printing and rubbings.</p> <p>Design patterns of increasing complexity and repetition.</p> <p>Print using a variety of materials, objects and techniques.</p>	<p>Print using a variety of materials, objects and techniques including layering.</p> <p>Talk about the processes used to produce a simple print.</p> <p>To explore pattern and shape, creating designs for printing.</p>	<p>Research, create and refine a print using a variety of techniques.</p> <p>Select broadly the kinds of material to print with in order to get the effect they want</p> <p>Resist printing including marbling, silkscreen and cold-water paste.</p>
Textiles & Collage 	<p>Expressing Arts and Design Development Matters: Age 3&4 Explore different materials freely, to develop their ideas about how to use them and what to make.</p> <p>Development Matters: Age 4&5 Explore, use and refine a variety of artistic effects to express their ideas and feelings.</p> <p>Early Learning Goal Children use and explore a variety of materials. Tools and techniques experimenting with colour, design, texture, form and function.</p>	<p>Use a variety of techniques, e.g. weaving, finger knitting, fabric crayons, sewing and binca.</p> <p>How to thread a needle, cut, glue and trim material.</p> <p>Create images from imagination, experience or observation.</p> <p>Use a wide variety of media, inc. photocopied material, fabric, plastic, tissue, magazines, crepe paper, etc.</p>	<p>Use a variety of techniques, inc. weaving, French knitting, tie-dyeing, fabric crayons and wax or oil resist, appliqué and embroidery.</p> <p>Create textured collages from a variety of media.</p> <p>Make a simple mosaic.</p> <p>Stitch, knot and use other manipulative skills.</p>	<p>Use a variety of techniques, inc. printing, dyeing, quilting, weaving, embroidery, paper and plastic trappings and appliqué.</p> <p>Name the tools and materials they have used.</p> <p>Develop skills in stitching. Cutting and joining.</p> <p>Experiment with a range of media e.g. overlapping, layering etc.</p>	<p>Match the tool to the material.</p> <p>Combine skills more readily.</p> <p>Choose collage or textiles as a means of extending work already achieved.</p> <p>Refine and alter ideas and explain choices using an art vocabulary.</p> <p>Collect visual information from a variety of sources, describing with vocabulary based on the visual and tactile elements.</p> <p>Experiments with paste resist.</p>
3D form 	<p>Expressing Arts and Design Development Matters: Age 3&4 Explore different materials freely, to develop their ideas about how to use them and what to make.</p> <p>Development Matters: Age 4&5 Explore, use and refine a variety of artistic effects to express their ideas and feelings.</p> <p>Early Learning Goal Children use and explore a variety of materials. Tools and techniques experimenting with colour, design, texture, form and function.</p>	<p>Manipulate clay in a variety of ways, e.g. rolling, kneading and shaping.</p> <p>Explore sculpture with a range of malleable media, especially clay.</p> <p>Experiment with, construct and join recycled, natural and man-made materials.</p> <p>Explore shape and form.</p>	<p>Manipulate clay for a variety of purposes, inc. thumb pots, simple coil pots and models.</p> <p>Build a textured relief tile.</p> <p>Understand the safety and basic care of materials and tools.</p> <p>Experiment with, construct and join recycled, natural and man-made materials more confidently.</p>	<p>Join clay adequately and work reasonably independently.</p> <p>Construct a simple clay base for extending and modelling other shapes.</p> <p>Cut and join wood safely and effectively.</p> <p>Make a simple papier mache object.</p> <p>Plan, design and make models.</p>	<p>Make informed choices about the 3D technique chosen.</p> <p>Show an understanding of shape, space and form.</p> <p>Plan, design, make and adapt models.</p> <p>Talk about their work understanding that it has been sculpted, modelled or constructed.</p> <p>Use a variety of materials.</p>

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Breadth of study	<p>Create their own pieces of art, independently or guided tasks.</p> <p>Explore different kinds of art.</p>	<p>Work on their own, and collaboratively with others, on projects in 2 and 3 dimensions and on different scales.</p> <p>Use ICT.</p> <p>Investigate different kinds of art, craft and design.</p>	<p>Work on their own, and collaboratively with others, on projects in 2 and 3 dimensions and on different scales.</p> <p>Use ICT.</p> <p>Investigate different kinds of art, craft and design.</p>	<p>Work on their own, and collaboratively with others, on projects in 2 and 3 dimensions and on different scales.</p> <p>Use ICT.</p> <p>Investigate art, craft and design in the locality and in a variety of genres, styles and traditions.</p>	<p>Work on their own, and collaboratively with others, on projects in 2 and 3 dimensions and on different scales.</p> <p>Use ICT.</p> <p>Investigate art, craft and design in the locality and in a variety of genres, styles and traditions.</p>