

West Butterwick C of E Primary School

Art and Design: Progression of Knowledge and Skills Document

EYFS (FS2)	Milestone 1 ( Years 1 and 2)	Milestone 2 (Years 3 and 4)	Milestone 3 (Years 5 and 6)
<p><b>Reception</b></p> <p><b>Physical Development</b></p> <ul style="list-style-type: none"> <li>Develop their small motor skills so that they can use a range of tools competently, safely and confidently.</li> <li>Use their core muscle strength to achieve a good posture when sitting on the floor.</li> <li>Develop overall body-strength, balance, coordination and agility.</li> </ul> <p><b>Expressive Arts &amp; Design</b></p> <ul style="list-style-type: none"> <li>Explore, use and refine a variety of artistic effects to express their ideas and feelings.</li> <li>Return to and build on their previous learning, refining ideas and developing their ability to represent them.</li> <li>Create collaboratively, sharing ideas, resources and skills.</li> </ul> <p><b>ELG</b></p> <p><b>Physical Development – Fine Motor Skills</b></p>	<p><b>Develop Ideas</b></p> <ul style="list-style-type: none"> <li>Respond to ideas and starting points</li> <li>Explore ideas and collect visual information</li> <li>Explore different methods and materials as ideas to develop</li> </ul> <p><b>Master Techniques</b></p> <p><b>Painting</b></p> <ul style="list-style-type: none"> <li>Use thick and thin brushes</li> <li>Mix primary colours to make secondary</li> <li>Add white to colours to make tints and black to colours to make tones</li> <li>Create colour wheels</li> </ul> <p><b>Collage</b></p> <ul style="list-style-type: none"> <li>Use a combination of materials that are cut, torn and glued.</li> <li>Sort and arrange materials</li> <li>Mix materials to create texture</li> </ul> <p><b>Sculpture</b></p> <ul style="list-style-type: none"> <li>Use a combination of shapes.</li> <li>Include lines and texture</li> <li>Use rolled up paper, straws, paper, card and clay as materials.</li> </ul>	<p><b>Develop Ideas</b></p> <ul style="list-style-type: none"> <li>Develop ideas from starting points throughout the curriculum</li> <li>Collect information, sketches and resources</li> <li>Adapt and refine ideas as they progress</li> <li>Explore ideas in a variety of ways</li> <li>Comment on artworks using visual language</li> </ul> <p><b>Master Techniques</b></p> <p><b>Painting</b></p> <ul style="list-style-type: none"> <li>Use a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines.</li> <li>Mix colours effectively</li> <li>Use watercolour paint to produce washes for backgrounds then add detail</li> <li>Experiment with creating mood with colour</li> </ul> <p><b>Collage</b></p> <ul style="list-style-type: none"> <li>Select and arrange materials for a striking effect.</li> <li>Ensure work is precise.</li> <li>Use coiling, overlapping, tessellation, mosaic and montage.</li> </ul> <p><b>Sculpture</b></p>	<p><b>Develop Ideas</b></p> <ul style="list-style-type: none"> <li>Develop and imaginatively extend ideas from starting points throughout the curriculum,</li> <li>Collect information, sketches and resources and present ideas imaginatively in a sketchbook</li> <li>Use the qualities of materials to enhance ideas</li> <li>Spot the potential in unexpected results as work progresses</li> <li>Comment on artworks with a fluent grasp of visual language</li> </ul> <p><b>Master Techniques</b></p> <p><b>Painting</b></p> <ul style="list-style-type: none"> <li>Sketch (lightly) before painting to combine line and colour.</li> <li>Create a colour palette based upon colours observed in the natural or built world</li> <li>Use the qualities of watercolour and acrylic paints to create visually interesting pieces.</li> <li>Combine colours, tones and tints to enhance the mood of a piece</li> <li>Use brush techniques and the qualities of paint to create texture.</li> <li>Develop a personal style of painting, drawing upon ideas from other artists.</li> </ul> <p><b>Collage</b></p>

<ul style="list-style-type: none"> <li>• Hold a pencil effectively in preparation for fluent writing – using the tripod grip in almost all cases.</li> <li>• Use a range of tools, including scissors, paintbrushes and cutlery.</li> <li>• Begin to show accuracy and care when drawing.</li> </ul> <p><b>Expressive Arts and Design – Creating with Materials</b></p> <ul style="list-style-type: none"> <li>• Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.</li> <li>• Share their creations, explaining the processes they have used.</li> </ul>	<ul style="list-style-type: none"> <li>• Use techniques such as rolling, cutting, moulding and carving.</li> </ul> <p><b>Drawing</b></p> <ul style="list-style-type: none"> <li>• Draw lines of different sizes and thickness.</li> <li>• Colour (own word) neatly following the lines.</li> <li>• Show pattern and texture by adding dots and lines.</li> <li>• Show different tones by using coloured pencils.</li> </ul> <p><b>Printing</b></p> <ul style="list-style-type: none"> <li>• Use repeating or overlapping shapes.</li> <li>• Mimic print from the environment (e.g. wallpapers)</li> <li>• Use objects to create prints (e.g. fruit, vegetables or sponges).</li> <li>• Press, roll, rub and stamp to make prints.</li> </ul> <p><b>Textiles</b></p> <ul style="list-style-type: none"> <li>• Use weaving to create a pattern.</li> <li>• Join materials using glue and/or a stitch.</li> <li>• Use plaiting.</li> <li>• Use dip-dye techniques.</li> </ul> <p><b>Digital Media</b></p> <ul style="list-style-type: none"> <li>• Use a wide range of tools to create different textures, lines, tones, colours and shapes.</li> </ul>	<ul style="list-style-type: none"> <li>• Create and combine shapes to create recognizable forms (e.g. shapes made from nets or solid materials).</li> <li>• Include texture that conveys feelings, expression or movement.</li> <li>• Use clay and other mouldable materials.</li> <li>• Add materials to provide interesting detail.</li> </ul> <p><b>Drawing</b></p> <ul style="list-style-type: none"> <li>• Use different harnesses of pencils to show line, tone and texture.</li> <li>• Annotate sketches to explain and elaborate ideas.</li> <li>• Sketch lightly (no need to use a rubber to correct mistakes)</li> <li>• Use shading to show light and shadow.</li> <li>• Use hatching and cross hatching to show tone and texture.</li> </ul> <p><b>Printing</b></p> <ul style="list-style-type: none"> <li>• Use layers of two or more colours. Replicate patterns observed in natural or build environments.</li> <li>• Make printing blocks (e.g. from coiled string glued to a block)</li> <li>• Make precise repeating patterns.</li> </ul> <p><b>Textiles</b></p> <ul style="list-style-type: none"> <li>• Shape and stitch materials.</li> <li>• Use basic cross stitch and back stitch.</li> <li>• Colour fabric.</li> <li>• Create weavings.</li> <li>• Quilt, pad and gather fabric.</li> </ul> <p><b>Digital Media</b></p> <ul style="list-style-type: none"> <li>• Create images, video and sound recordings and explain why they were created.</li> </ul>	<ul style="list-style-type: none"> <li>• Mix textures (rough and smooth, plain and patterned)</li> <li>• Combine visual and tactile qualities.</li> <li>• Use ceramic mosaic materials and techniques</li> </ul> <p><b>Sculpture</b></p> <ul style="list-style-type: none"> <li>• Show life-like qualities and real-life proportions or, if more abstract, provoke different interpretations.</li> <li>• Use tools to carve and add shapes, texture and pattern.</li> <li>• Combine visual and tactile qualities.</li> <li>• Use frameworks such as wire or moulds, to provide stability and form.</li> </ul> <p><b>Drawing</b></p> <ul style="list-style-type: none"> <li>• Use a variety of techniques to add interesting effects (e.g. reflections, shadows, direction of sunlight).</li> <li>• Use a choice of techniques to depict movement, perspective, shadows and reflection.</li> <li>• Choose a style of drawing suitable for the work (e.g. realistic or impressionistic)</li> <li>• Use lines to represent movement.</li> </ul> <p><b>Printing</b></p> <ul style="list-style-type: none"> <li>• Build up layers of colour.</li> <li>• Create an accurate pattern, showing fine detail.</li> <li>• Use a range of visual elements to reflect on the purpose of the work.</li> </ul>
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	<p><b>Take Inspiration from the Greats</b></p> <ul style="list-style-type: none"> <li>• Describe the work of notable artists, artisans and designers.</li> <li>• Use some of the ideas of artistic studies to create pieces.</li> </ul>	<p><b>Take Inspiration from the Greats</b></p> <ul style="list-style-type: none"> <li>• Replicate some of the techniques used by notable artists, artisans and designers.</li> <li>• Create original pieces that are influenced by studies of others.</li> </ul>	<p><b>Take Inspiration from the Greats</b></p> <ul style="list-style-type: none"> <li>• Give details (including own sketches) about the style of some notable artists, artisans and designers.</li> <li>• Show how the work of those studied was influential in both society and to other artists.</li> <li>• Create original pieces that show a range of influences and styles.</li> </ul>