



# Art and Design Skills Progression Map

Developmental Bands	Expressive Art and Design in the Early Years Foundation Stage
<b>Three and four year olds will be learning to:</b>	<ul style="list-style-type: none"> <li>•Explore different materials freely, to develop their ideas about how to use them and what to make.</li> <li>•Develop their own ideas and then decide which materials to use to express them.</li> <li>•Join different materials and explore different textures.</li> <li>•Create closed shapes with continuous lines and begin to use these shapes to represent objects.</li> <li>•Draw with increasing complexity and detail, such as representing a face with a circle and including details.</li> <li>•Use drawing to represent ideas like movement or loud noises.</li> <li>•Show different emotions in their drawings and paintings, like happiness, sadness, fear, etc.</li> <li>•Explore colour and colour mixing.</li> </ul>
<b>Children in Reception will be learning to:</b>	<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>
<b>Early Learning Goal</b>  <b>Children at the expected level of development will:</b>	<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 process they have used.</li> </ul>

\*Development Matters statements as related to the National Curriculum Programme of Study for Art and Design.



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**At St Anne (Stanley) progression in Art and Design is organised through the National Curriculum Programme of Study for Art and Design. Each progression map relates to different statements, drawn from the Key Stage 1 and Key Stage 2 Programmes of Study for Art and Design.**

The National Curriculum for Art and Design aims to ensure that all pupils become proficient in drawing, painting, sculpture and other art, craft and design techniques.

**KS1:** Pupils should be taught to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination. Pupils should be taught to use a range of materials creatively to design and make products.

**KS2:** Pupils should be taught to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay].

The National Curriculum for Art and Design aims to ensure that all pupils produce creative work, exploring their ideas and recording their experiences.

**KS2:** Pupils should be taught to create sketch books to record their observations and use them to review and revisit ideas.

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<b>Sketch books</b>	<ul style="list-style-type: none"> <li>Explore lines, shapes and colours in different media (colour mixing, abstract compositions, landscapes, sculpture planning).</li> <li>Collect simple drawings and colour tests related to:</li> <li>Abstract shape and colour</li> </ul>	<ul style="list-style-type: none"> <li>Record drawings and experiments with tone, shading and texture linked to:</li> <li>Rubbings and frottage textures (Max Ernst).</li> <li>3D pencil and colour drawings.</li> <li>Skulls, portraits and character</li> </ul>	<ul style="list-style-type: none"> <li>Record observations using geometric shapes and tonal shading (sketching toys, animals, prehistoric scenes).</li> <li>Experiment with charcoal, smudging and natural pigments to develop cave-art-inspired studies.</li> </ul>	<ul style="list-style-type: none"> <li>Plan soap sculpture designs, still life compositions and optical illusion strips (Hepworth, Cézanne, Morandi, Luz Perez Ojeda).</li> <li>Experiment with ink line and wash (Willow pattern) and record tonal</li> </ul>	<ul style="list-style-type: none"> <li>Develop inventions and products through iterative sketching and annotation (Little Inventors, Dominic Wilcox, da Vinci, Myerscough &amp; Morgan).</li> <li>Use sketchbooks to</li> </ul>	<ul style="list-style-type: none"> <li>Plan street-art compositions using one-point perspective, scale and proportion (Segatori, Haring, Müller, Storey).</li> <li>Develop still life studies: composition thumbnails, value plans, negative images,</li> </ul>



# Art and Design Skills Progression Map

	<p>(Milhazes, Kandinsky, Bernal, Johns).</p> <ul style="list-style-type: none"> <li>Seaside landscapes and textures (Renoir, Sorolla, Krøyer, Van Gogh).</li> <li>Paper sculpture ideas and portraits (Paul Klee).</li> </ul>	<p>illustrations (Hirst, Opie, illustrators).</p> <ul style="list-style-type: none"> <li>Superhero figures and mixed-media compositions (Lichtenstein).</li> </ul>	<ul style="list-style-type: none"> <li>Collect and annotate ideas for mood boards, tie-dye patterns and weaving designs (Ann Roth).</li> </ul>	<p>studies of objects.</p> <ul style="list-style-type: none"> <li>Develop small charcoal studies exploring texture and abstract mark-making.</li> <li>Collect visual notes when analysing narrative artworks (Hockney, Rego, Hopper, Brueghel, Fiona Rae).</li> </ul>	<p>plan architectural drawings, monoprints, monuments and designed spaces (Hundertwasser, Zaha Hadid, Gillian Wearing).</p> <ul style="list-style-type: none"> <li>Develop ideas for narrative and political artworks: continuous line portraits, Rorschach-inspired images, Banksy, Sargent, Odundo.</li> </ul>	<p>charcoal studies, painted colour plans (Cézanne, Funke, Nicholson, Camargo).</p> <ul style="list-style-type: none"> <li>Plan photographic work: photomontage layouts, macro photo ideas, recreations of paintings, photorealistic grids (Hannah Höch, Graham Holland, Derrick O. Boateng, Munch, Weston).</li> </ul>
<b>Drawing</b>	<p>Use different media to experiment with lines, shapes and colours.</p> <p>Create abstract compositions using circles/ovals and overlapping shapes (Milhazes, Kandinsky, Bernal, Johns).</p> <p>Draw seaside landscapes with horizon lines and distinguish foreground, middle ground and background.</p> <p>Use lines and marks to show movement and energy (waves, water).</p>	<p>Control pencil pressure to create lighter and darker tones.</p> <p>Use tone to make flat drawings look more three-dimensional (Ruscha, McCroskey).</p> <p>Make observational drawings of objects (e.g., skulls), tracing outlines and adding details.</p> <p>Create portraits in the style of Julian Opie using simple lines and minimal detail.</p>	<p>Apply rules of shading to create smooth gradients from light to dark.</p> <p>Start drawings by mapping simple geometric shapes to plan proportions and composition.</p> <p>Draw toys and animals from observation, refining detail and texture.</p> <p>Use charcoal to draw animals at scale, blending to create form and tone.</p>	<p>Draw willow pattern scenes using blue ink outlines and light wash, focusing on narrative.</p> <p>Draw designs for soap sculptures, considering form and surface.</p> <p>Sketch still life arrangements with outlines, symmetry lines and light/medium/dark tones (Cézanne, Morandi).</p> <p>Draw geometric and circular patterns (Flower of Life) with compass control.</p>	<p>Use continuous line drawing to develop observational portraits and “Picture the Poet” pieces.</p> <p>Draw buildings from observation, capturing details like bricks and windows (architecture).</p> <p>Create simplified line drawings suitable for monoprinting.</p> <p>Draw house designs and monuments using plan, elevation or perspective.</p>	<p>Apply one-point perspective to street-inspired scenes and text-based compositions.</p> <p>Develop self-portrait drawings using the grid method to achieve accurate proportion and photorealistic effects.</p> <p>Draw still life compositions, negative images and charcoal studies, focusing on realism and expressive mark-making.</p> <p>Use line and tone to recreate or reinterpret</p>



## Art and Design Skills Progression Map

	<p>Begin to recognise and use basic shapes and lines for portraits (Paul Klee, Senecio).</p>	<p>Develop expressive illustrations that show character and emotion (inspired by illustrators like Quentin Blake).</p> <p>Draw figures in superhero poses for mixed-media compositions.</p>	<p>Explore composition and proportion in prehistoric-style drawings and handprint imagery.</p>	<p>Use charcoal mark-making to express abstract meanings linked to words and phrases.</p> <p>Create narrative drawings inspired by realistic and abstract paintings (Hockney, Rego, Hopper, Brueghel, Fiona Rae).</p>	<p>Develop inventions and products through iterative drawing and annotation.</p> <p>Draw street-art-inspired compositions and re-worked images with altered messages (Banksy).</p> <p>Use sketching and large body movements to explore line and tone in Magdalene Odundo-inspired work.</p>	<p>existing artworks via photography and drawing.</p> <p>Translate photographic compositions (photomontage, macro, recreated paintings) into drawn or painted responses where appropriate.</p>
<b>Painting</b>	<p>Mix primary colours to create secondary colours.</p> <p>Mix different amounts of the same two primary colours to create different shades of a secondary colour.</p> <p>Combine different media (paint, pencil, crayon, collage) to create abstract compositions.</p> <p>Use tints (add white) and shades (add black) to create tonal variation.</p> <p>Paint over textured surfaces to add depth and detail.</p>	<p>Use colour in rubbings and frottage to create visual interest.</p> <p>Blend paint colour washes smoothly.</p> <p>Blend two primary colour washes to create a secondary colour.</p> <p>Create a dot-matrix effect in the style of Roy Lichtenstein.</p> <p>Add black outlines to create shadow effects around figures.</p> <p>Apply colour thoughtfully within a mixed-media composition.</p>	<p>Create tints by adding white and shades by adding black.</p> <p>Paint neatly and smoothly from light to dark.</p> <p>Mix natural pigments (spices, clay, soil) to create prehistoric-style colours.</p> <p>Paint using earthy tones and bold shapes inspired by cave art.</p> <p>Add fine detail using smaller brushes.</p> <p>Create positive and negative handprint designs using paint.</p>	<p>Paint in the style of Cézanne using short, angled brushstrokes and layered colour.</p> <p>Use ink outlines and light blue washes to create Willow Pattern designs.</p> <p>Apply tonal variation to still life paintings (light, medium, dark).</p> <p>Mix lighter and darker tones to show light and shadow.</p> <p>Create symmetrical and geometric patterns using paint.</p> <p>Explore tints, shades and hues to alter the appearance of colour.</p>	<p>Add colours and motifs to transform architectural designs (Hundertwasser).</p> <p>Use painting to reimagine buildings based on architectural styles.</p> <p>Use colour intentionally to support product design and advertising.</p> <p>Create symmetrical abstract images using limited materials (Rorschach method).</p> <p>Paint carefully finished pieces inspired by Picasso's Guernica, balancing</p>	<p>Use paint to replicate mood and expression in street-art-inspired pieces.</p> <p>Mix complex colours to paint in the style of Claude Monet.</p> <p>Mix and apply paint to create dynamic colour using tints and shades.</p> <p>Paint still life compositions with attention to form, line and layout.</p> <p>Mix colours to create different hues and tonal variations.</p> <p>Create negative images using paint and</p>



## Art and Design Skills Progression Map

	<p>Mix colours to match those observed in seaside artworks.</p> <p>Paint areas of light and dark using a finer brush for detail.</p> <p>Paint onto 3D surfaces using appropriate tools.</p>		<p>Mix dyes to create a range of colours for tie-dye.</p>	<p>Paint repeated motifs inspired by West African decoration and Sokari Douglas Camp.</p>	<p>tones of black, white and grey.</p> <p>Use chalk and large movements to create expressive lines and tones inspired by Magdalene Odundo.</p>	<p>erasers (underpainting technique).</p> <p>Use colour and saturation intentionally in digital compositions.</p> <p>Recreate the colour palette of famous artworks through photography and editing.</p> <p>Apply monochrome or limited-palette effects to communicate meaning.</p>
<b>Sculpture/Craft</b>	<p>Roll paper to create strong cylindrical shapes for simple 3D structures.</p> <p>Fold, roll and shape paper to create 3D drawings that stand upright.</p> <p>Apply paper-shaping skills to create imaginative sculptures (Tree of Life).</p> <p>Use bending, folding, overlapping, spiralling, zigzagging and scrunching techniques.</p> <p>Create simple 3D forms inspired by artists (Samantha Stephenson, Marco Balich).</p>	<p>Create repeating patterns in clay using tools (score, press, carve).</p> <p>Shape clay to form pinch pots and simple 3D forms.</p> <p>Make collages of facial features using cut shapes.</p> <p>Create clothes-peg figures using a variety of materials.</p> <p>Bend wire/pipe cleaners to create human figures with correct proportions.</p> <p>Add plasticine to build limbs and bodies</p>	<p>Make 3D puppets using a variety of materials, ensuring correct proportions.</p> <p>Design and create shadow puppets, focusing on silhouette and detail.</p> <p>Construct a shadow puppet theatre using card and decorative materials.</p> <p>Design and construct a mood board using curated images, fabrics, textures and colours.</p> <p>Use tie-dye techniques to decorate fabric, mixing dyes and tying in different ways.</p>	<p>Create optical illusion strips by cutting and alternating images (lenticular effect).</p> <p>Carve soap safely using sculpting tools, refining shapes and adding texture (Barbara Hepworth).</p> <p>Make geometric stamps and print repeating or symmetrical patterns.</p> <p>Construct maracas using recycled materials.</p> <p>Create abstract sculptures inspired by El Anatsui using recycled materials (e.g., lids).</p>	<p>Create monoprints using clear line drawings.</p> <p>Design and construct monuments using symbolic shapes and forms.</p> <p>Develop product prototypes using cut-out shapes to test layouts.</p> <p>Create symmetrical abstract prints using the Rorschach method.</p> <p>Alter existing images to change political messages (Banksy-inspired).</p> <p>Work in the expressive style of Magdalene</p>	<p>Create clay head sculptures showing emotion through facial features and added clay pieces.</p> <p>Keep clay malleable using water and refine details with sculpting tools.</p> <p>Create photomontages by selecting, cutting and combining images.</p> <p>Take photographs and edit them for meaning (Truisms, macro photography).</p> <p>Recreate famous paintings using photography, props and composition.</p> <p>Create a memory box from card, assembling multiple faces and surfaces.</p>



# Art and Design Skills Progression Map

	<p>Add colour and detail to 3D surfaces using appropriate tools.</p> <p>Use clay to create simple forms (snail sculptures) and add patterns using etching tools.</p>	<p>for superhero sculptures.</p> <p>Combine materials (paper, paint, collage, dots, shadows) to create mixed-media superhero artworks.</p> <p>Add texture and pattern to mixed-media pieces in the style of Roy Lichtenstein.</p>	<p>Create paper weavings using warp and weft.</p> <p>Weave using a range of materials (fabric strips, yarn, paper).</p> <p>Sew a running stitch to attach fabric shapes to a T-shirt.</p>	<p>Build word sculptures using recycled materials, inspired by Sokari Douglas Camp.</p> <p>Use collage to recreate sections of Brueghel's Children's Games as modern photo art.</p>	<p>Odundo using chalk and large movements.</p> <p>Use 2D drawings to develop ideas for 3D ceramic-inspired forms.</p>	<p>Use photography and digital editing to create album covers, posters and compositions.</p>
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**KS1:** Pupils should be taught to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.

**KS2:** Pupils should be taught to develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<b>Shape</b>	<p>Use circles, ovals and simple shapes to create abstract compositions.</p> <p>Overlap shapes to create interesting arrangements.</p> <p>Cut complex shapes safely and accurately for collage.</p> <p>Use shapes to compose a seaside landscape (foreground, middle ground, background).</p> <p>Identify and use basic shapes in portraits (inspired by Paul Klee).</p>	<p>Tear rubbings into shapes and arrange them to create frottage pictures.</p> <p>Create collaged facial features with attention to shape.</p> <p>Add appropriate shapes and action words to superhero compositions.</p> <p>Shape wire and plasticine to form human figures with correct limb proportions.</p>	<p>Identify basic geometric shapes in objects and use them to plan drawings.</p> <p>Use shapes and guidelines to construct more complex images from observation.</p> <p>Identify key 2D shapes in prehistoric animal drawings.</p> <p>Cut images into shapes for mood boards.</p>	<p>Draw geometric shapes for stamp printing.</p> <p>Use a compass to divide a circle into arcs for the Flower of Life pattern.</p> <p>Create circular prints of consistent size and shape.</p> <p>Scratch shapes and textures into soap sculptures.</p>	<p>Observe and draw building shapes accurately (roof tiles, bricks, windows).</p> <p>Use shape to design coats of arms with symbolic imagery.</p> <p>Cut out main shapes from design ideas to test layouts.</p> <p>Use shapes to plan architectural drawings (plan,</p>	<p>Create Zentangle patterns using repeated shapes.</p> <p>Add 3D shadow shapes to graffiti tags.</p> <p>Simplify shapes in charcoal still life drawings (inspired by Camargo).</p> <p>Use shape and form to plan clay head sculptures.</p> <p>Use shapes to compose photomontages and digital artworks.</p> <p>Use shapes to recreate famous paintings through photography.</p>



# Art and Design Skills Progression Map

	Shape paper by folding, rolling, spiralling and zigzagging to create 3D forms.	Use shapes to plan and build 3D superhero sculptures.  Use shapes to create repeating patterns in clay.	Draw and cut fabric shapes neatly for sewing.  Use shaped strips (warp and weft) to create woven patterns.	Use shapes to build word sculptures from recycled materials.  Analyse geometric and organic shapes in narrative artworks (Hockney, Rego, Hopper, Brueghel, Fiona Rae).  Use shape variation to express meaning in charcoal mark-making.	elevation, perspective).  Use shapes to create symmetrical abstract images (Rorschach).  Alter shapes in portraits to change emotional expression.  Use shapes to plan 3D ceramic-inspired forms (Odundo).	Use shapes and layout to plan album covers and digital compositions.  Use shapes accurately when scaling up drawings using the grid method.
<b>Pattern</b>	Create repeated printed patterns using paint and simple shapes.  Use overlapping shapes to create abstract patterned compositions.  Explore patterns inspired by artists (Milhazes, Kandinsky, Bernal, Johns).  Use lines and marks to create wave-like patterns in seaside artwork.  Add patterns to 3D paper sculptures using colour and shape.	Create patterns using rubbings and frottage textures.  Tear rubbings into shapes and arrange them into patterned collages.  Add patterned details to skull drawings and clay pieces.  Use repeated dots and lines to create Lichtenstein-style patterns.  Add patterned clothing and accessories to superhero characters.  Use pattern to enhance mixed-media superhero compositions.	Identify and recreate patterns found in prehistoric art.  Use repeated shapes and lines to create cave-art-inspired designs.  Create tie-dye patterns using folding and dye application techniques.  Use warp and weft to create woven patterns with paper or fabric.  Add patterned fabric shapes to T-shirts using running stitch.  Collect patterned images and materials for mood boards.	Create geometric patterns using stamps and repeated shapes.  Draw and paint symmetrical patterns (e.g., Flower of Life).  Use repeated motifs inspired by West African decoration.  Create patterned surfaces on soap sculptures using carved marks.  Use pattern to enhance maracas and recycled-material sculptures.  Analyse and recreate patterns found in narrative artworks.  Use charcoal marks to create expressive abstract patterns.	Use repeated shapes and motifs in architectural designs.  Create symmetrical abstract patterns using the Rorschach method.  Use pattern intentionally in product design and advertising layouts.  Add patterned details to portraits and political artworks.  Use pattern to explore identity and symbolism in design work.	Create intricate Zentangle patterns using repeated shapes and lines.  Add patterned shadows and highlights to graffiti tags.  Use pattern to structure photomontages and digital compositions.  Identify and recreate patterns in still life arrangements.  Use pattern to enhance album covers, posters and digital artworks.  Apply patterned textures in charcoal





## Art and Design Skills Progression Map

					Develop patterned surfaces inspired by Magdalene Odundo's ceramics.	drawings inspired by Camargo.  Use pattern when recreating famous artworks through photography.
<b>Colour</b>	<p>Mix primary colours to create secondary colours.</p> <p>Mix different amounts of the same two primary colours to create different shades of a secondary colour.</p> <p>Use tints (add white) and shades (add black) to create tonal variation.</p> <p>Select colours intentionally for abstract compositions.</p> <p>Mix colours to match those observed in seaside artworks.</p> <p>Use colour to show light, dark and depth in landscapes.</p> <p>Add colour to 3D paper sculptures using appropriate tools.</p>	<p>Use colour in rubbings and frottage to create visual interest.</p> <p>Blend colour washes smoothly.</p> <p>Blend two primary colour washes to create a secondary colour.</p> <p>Use bold, flat colours in the style of Roy Lichtenstein.</p> <p>Add black outlines to enhance colour contrast.</p> <p>Use colour to enhance superhero characters and mixed-media compositions.</p> <p>Apply colour thoughtfully to clay patterns and textured surfaces.</p>	<p>Create tints by adding white and shades by adding black.</p> <p>Paint neatly and smoothly from light to dark.</p> <p>Mix natural pigments (spices, clay, soil) to create prehistoric-style colours.</p> <p>Use earthy tones and bold shapes inspired by cave art.</p> <p>Mix dyes to create a range of colours for tie-dye.</p> <p>Select colours intentionally for mood boards and textile designs.</p>	<p>Use short, angled brushstrokes and layered colour in the style of Cézanne.</p> <p>Apply light blue washes and ink outlines for Willow Pattern designs.</p> <p>Mix lighter and darker tones to show light and shadow.</p> <p>Explore tints, shades and hues to alter the appearance of colour.</p> <p>Paint repeated motifs using bold, contrasting colours inspired by West African decoration.</p> <p>Use colour to enhance maracas, recycled sculptures and word art.</p> <p>Analyse and recreate colour palettes from narrative artworks.</p>	<p>Add colours and motifs to transform architectural designs (Hundertwasser).</p> <p>Use colour intentionally in product design and advertising (symbolism, branding).</p> <p>Create symmetrical abstract images using limited colour palettes (Rorschach).</p> <p>Use black, white and grey to create tonal balance in Guernica-inspired work.</p> <p>Use chalk to explore expressive colour and tone inspired by Magdalene Odundo.</p> <p>Use colour to alter emotional expression in</p>	<p>Use colour to replicate mood and expression in street-art-inspired pieces.</p> <p>Mix complex colours to paint in the style of Claude Monet.</p> <p>Mix and apply paint to create dynamic colour using tints and shades.</p> <p>Use colour intentionally in still life compositions to show form and depth.</p> <p>Create negative images using colour and erasers (underpainting technique).</p> <p>Use colour and saturation intentionally in digital compositions.</p> <p>Recreate colour palettes of famous artworks through photography and editing.</p>





## Art and Design Skills Progression Map

					portraits and political artworks.	Apply monochrome or limited-palette effects to communicate meaning.
<b>Texture</b>	<p>Use textured surfaces (e.g., sand, card, fabric) to add detail to seaside artwork.</p> <p>Explore texture through printing and rubbing.</p> <p>Add texture to 3D paper sculptures using folding, rolling and scrunching.</p> <p>Use different tools to apply paint and create textured marks.</p> <p>Explore textured patterns inspired by seaside artists.</p>	<p>Create textured rubbings using a variety of surfaces (frottage).</p> <p>Tear rubbings into shapes to create textured collages.</p> <p>Add texture to clay using tools (pressing, scoring, carving).</p> <p>Add textured details to skull drawings and mixed-media pieces.</p> <p>Use dots, lines and shadows to create texture in Lichtenstein-style work.</p> <p>Add textured materials to superhero sculptures and collages.</p>	<p>Create textured effects using natural pigments (spices, soil, clay).</p> <p>Use charcoal to create textured marks and shading.</p> <p>Add texture to prehistoric-style paintings and drawings.</p> <p>Use fabric, yarn and paper to create woven textures.</p> <p>Add textured fabric shapes to T-shirts using running stitch.</p> <p>Collect textured materials and images for mood boards.</p>	<p>Carve textured surfaces into soap sculptures.</p> <p>Use charcoal to create expressive textured marks linked to words and emotions.</p> <p>Add texture to maracas and recycled-material sculptures.</p> <p>Create textured patterns using stamps and repeated shapes.</p> <p>Use textured collage techniques to recreate sections of Brueghel's Children's Games.</p> <p>Explore texture in still life drawings and paintings (Cézanne, Morandi).</p>	<p>Use chalk and large body movements to create expressive textured lines inspired by Odundo.</p> <p>Add textured details to architectural drawings and designs.</p> <p>Use textured materials in product prototypes and advertising layouts.</p> <p>Create textured surfaces in symmetrical abstract prints (Rorschach).</p> <p>Add textured marks to portraits and political artworks.</p> <p>Explore texture in ceramic-inspired forms through drawing and planning.</p>	<p>Create textured charcoal drawings inspired by Camargo.</p> <p>Add textured details to graffiti tags and street-art-inspired pieces.</p> <p>Use texture intentionally in still life compositions (smooth vs rough surfaces).</p> <p>Create textured negative images using erasers and layered paint.</p> <p>Use textured materials in photomontages and memory boxes.</p> <p>Recreate textured surfaces from famous artworks through photography.</p> <p>Use texture in digital editing to enhance meaning and mood.</p>



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<b>Line</b>	<p>Experiment with different types of lines (straight, wavy, zigzag, curved).</p> <p>Use lines to create abstract compositions inspired by artists (Milhazes, Kandinsky, Bernal, Johns).</p> <p>Use lines to show movement in seaside scenes (waves, water).</p> <p>Draw horizon lines to separate sky and sea.</p> <p>Use simple lines to create portraits inspired by Paul Klee.</p> <p>Use lines to add detail to 3D paper sculptures.</p>	<p>Use controlled lines to trace outlines accurately.</p> <p>Use lines to create light and dark tones (pencil pressure).</p> <p>Add lines to create texture in frottage and rubbings.</p> <p>Use bold, simple lines to create Julian Opie-style portraits.</p> <p>Use lines to show movement and action in superhero drawings.</p> <p>Add black outlines to enhance Lichtenstein-style dot work.</p> <p>Use lines to define shapes in clay patterns and mixed-media pieces.</p>	<p>Use lines to map out geometric shapes before adding detail.</p> <p>Use charcoal lines to create expressive prehistoric drawings.</p> <p>Use lines to show texture and form in animal drawings.</p> <p>Use lines to create bold outlines in cave-art-inspired work.</p> <p>Use lines to structure tie-dye patterns and weaving designs.</p> <p>Add lines to fabric shapes before sewing.</p>	<p>Use ink lines to create Willow Pattern designs.</p> <p>Use lines to plan soap sculpture shapes.</p> <p>Draw still life outlines with symmetry lines and tonal variation.</p> <p>Use lines to create geometric patterns (Flower of Life).</p> <p>Use charcoal lines to express meaning linked to words and emotions.</p> <p>Use lines to recreate narrative scenes inspired by Hockney, Rego, Hopper, Brueghel and Fiona Rae.</p> <p>Use lines to create repeated motifs in stamp printing.</p>	<p>Use continuous line drawing for portraits and observational work.</p> <p>Use lines to draw architectural details (bricks, windows, roof tiles).</p> <p>Use clear line drawings for monoprints.</p> <p>Use lines to plan architectural designs (plan, elevation, perspective).</p> <p>Use expressive lines in Odundo-inspired chalk work.</p> <p>Use lines to alter emotional expression in portraits.</p> <p>Use lines to create political or narrative meaning (Banksy-inspired).</p> <p>Use lines to plan 3D ceramic-inspired forms.</p>	<p>Create Zentangle patterns using repeated lines.</p> <p>Add line-based shadows to graffiti tags.</p> <p>Use expressive charcoal lines in still life drawings (Camargo).</p> <p>Use lines to plan clay head sculptures (features, proportions).</p> <p>Use lines to structure photomontages and digital compositions.</p> <p>Use lines to recreate famous artworks through photography and drawing.</p> <p>Use lines accurately when scaling up drawings using the grid method.</p> <p>Use line and tone to create expressive self-portraits.</p>
<b>Form</b>	<p>Roll, fold and shape paper to create simple 3D forms.</p>	<p>Shape clay to create pinch pots and simple 3D forms.</p>	<p>Create 3D puppets with accurate proportions.</p>	<p>Carve soap to create 3D forms inspired by Barbara Hepworth.</p>	<p>Create monoprints that explore form through line and shape.</p>	<p>Create clay head sculptures showing emotion through facial form.</p>



# Art and Design Skills Progression Map

	<p>Create upright 3D paper sculptures using spirals, zigzags and cylinders.</p> <p>Build imaginative 3D structures inspired by artists (e.g., Tree of Life).</p> <p>Shape clay to create simple forms (snails) and add surface detail.</p> <p>Use form to represent objects and ideas in sculpture.</p>	<p>Build superhero figures using wire/pipe cleaners and plasticine.</p> <p>Create 3D characters with correct limb proportions.</p> <p>Combine materials to build mixed-media superhero sculptures.</p> <p>Use form to show movement and action in 3D work.</p> <p>Add form and structure to collaged facial features.</p>	<p>Build shadow puppets focusing on silhouette and form.</p> <p>Construct a puppet theatre using card and decorative materials.</p> <p>Use weaving to create textile forms (warp and weft).</p> <p>Shape fabric and materials for tie-dye and sewing projects.</p> <p>Explore form in prehistoric art through bold shapes and silhouettes.</p>	<p>Build maracas using recycled materials, focusing on structure and balance.</p> <p>Create abstract 3D sculptures inspired by El Anatsui using recycled materials.</p> <p>Construct word sculptures using card and found materials.</p> <p>Use form to express meaning in charcoal and narrative artwork.</p> <p>Explore form in still life compositions (Cézanne, Morandi).</p>	<p>Design and construct monuments using symbolic 3D forms.</p> <p>Develop product prototypes using cut-out shapes to test form and layout.</p> <p>Explore form in symmetrical abstract prints (Rorschach).</p> <p>Use form to alter emotional expression in portraits and political artworks.</p> <p>Develop 3D ceramic-inspired forms through drawing and planning (Odundo).</p>	<p>Refine clay forms using tools and added clay pieces.</p> <p>Build memory boxes with multiple faces and surfaces.</p> <p>Use form intentionally in still life compositions (arrangement, balance).</p> <p>Explore form in charcoal drawings inspired by Camargo.</p> <p>Use form in photomontages and digital compositions.</p> <p>Recreate the form of objects and figures through photography.</p> <p>Use form accurately when scaling up drawings using the grid method.</p>
<b>Space</b>	<p>Use horizon lines to separate sky and sea in landscapes.</p> <p>Understand foreground, middle ground and background in simple scenes.</p> <p>Arrange shapes to create balanced abstract compositions.</p>	<p>Arrange rubbings and torn shapes to fill space in collages.</p> <p>Position facial features accurately in collaged portraits.</p> <p>Use space to show action in superhero drawings and compositions.</p>	<p>Use space effectively when drawing animals and toys from observation.</p> <p>Position elements in prehistoric scenes to show storytelling.</p> <p>Use space to plan puppet designs and shadow puppet silhouettes.</p>	<p>Arrange elements in Willow Pattern scenes to tell a story.</p> <p>Use space to plan still life compositions (object placement, overlap).</p> <p>Position shapes accurately when creating geometric patterns.</p>	<p>Use space intentionally in architectural drawings (plan, elevation, perspective).</p> <p>Arrange elements in product designs and advertising layouts.</p>	<p>Use one-point perspective to create depth in street-art-inspired scenes.</p> <p>Arrange objects in still life compositions to show balance and focus.</p> <p>Use space to create negative images</p>



## Art and Design Skills Progression Map

	<p>Position elements to show movement (e.g., waves across space).</p> <p>Use space effectively when building upright 3D paper sculptures.</p>	<p>Place figures and speech/action words to create dynamic layouts.</p> <p>Use space to build balanced 3D superhero sculptures.</p>	<p>Arrange images and materials on mood boards with visual balance.</p> <p>Use space in weaving (warp and weft) to create structured patterns.</p>	<p>Use space to build balanced soap sculptures and recycled-material artworks.</p> <p>Analyse how artists use space in narrative paintings (Hockney, Rego, Hopper, Brueghel, Fiona Rae).</p> <p>Use space to create optical illusions (lenticular strips).</p>	<p>Use space to create symmetrical abstract images (Rorschach).</p> <p>Position figures and objects to alter meaning in political artworks.</p> <p>Use space to plan monuments and symbolic structures.</p> <p>Explore space in Odundo-inspired work through large, sweeping movements.</p>	<p>(removing colour or tone).</p> <p>Position elements in photomontages to create meaning and narrative.</p> <p>Use space intentionally in album covers, posters and digital compositions.</p> <p>Recreate spatial arrangements from famous artworks through photography.</p> <p>Use space accurately when scaling up drawings using the grid method.</p>
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The National Curriculum for Art and Design aims to ensure that all pupils know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms.

The National Curriculum for Art and Design further aims to ensure that all pupils evaluate and analyse creative works using the language of art, craft and design

**KS1:** Pupils should be taught 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.

**KS2:** Pupils should be taught about great artists, architects and designers in history.

	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<b>Artist Knowledge</b>	<p>Beatriz Milhazes – abstract shapes and colour.</p> <p>Wassily Kandinsky – circles, lines and abstract compositions.</p>	<p>Max Ernst – frottage and texture.</p> <p>Damien Hirst – skulls and symbolism.</p> <p>Julian Opie – simplified portraits using line.</p>	<p>Prehistoric artists – cave paintings, natural pigments, animal forms.</p> <p>Ann Roth – costume design and textiles.</p>	<p>Barbara Hepworth – carving, abstract sculpture.</p> <p>Cézanne – still life, brushstrokes, colour.</p>	<p>Hundertwasser – architecture, pattern and colour.</p> <p>Zaha Hadid – futuristic architecture.</p>	<p>Keith Haring – movement, line and street art.</p> <p>Monet – colour, light and impressionism.</p>



# Art and Design Skills Progression Map

	<p><b>Fernando Bernal</b> – colour and shape.</p> <p><b>Jasper Johns</b> – numbers, colour and pattern.</p> <p><b>Renoir, Sorolla, Krøyer, Van Gogh</b> – seaside landscapes and light.</p> <p><b>Paul Klee</b> – simple shapes and expressive portraits.</p>	<p><b>Quentin Blake (and other illustrators)</b> – expressive character drawings.</p> <p><b>Roy Lichtenstein</b> – pop art, dots, bold outlines, action words.</p>	<p>Toy designers and puppet-makers – form, character and movement.</p>	<p><b>Morandi</b> – still life, tone and composition.</p> <p><b>Luz Perez Ojeda</b> – optical illusions.</p> <p><b>Hockney, Rego, Hopper, Brueghel, Fiona Rae</b> – narrative art and storytelling.</p> <p><b>El Anatsui</b> – recycled materials and abstract forms.</p> <p><b>Sokari Douglas Camp</b> – sculpture and cultural identity.</p>	<p><b>Gillian Wearing</b> – photography and identity.</p> <p><b>Dominic Wilcox</b> – inventions and creative problem-solving.</p> <p><b>Leonardo da Vinci</b> – invention and design.</p> <p><b>Banksy</b> – political art and visual messages.</p> <p><b>Picasso (Guernica)</b> – symbolism, monochrome, narrative.</p> <p><b>Magdalene Odundo</b> – ceramics, form and movement.</p>	<p><b>Käthe Kollwitz</b> – expressive portraiture.</p> <p><b>Camargo</b> – charcoal, form and abstraction.</p> <p><b>Hannah Höch</b> – photomontage.</p> <p><b>Derrick O. Boateng</b> – colour and portrait photography.</p> <p><b>Edward Weston</b> – macro photography.</p> <p><b>Munch</b> – expressive composition and emotion.</p>
<p><b>Understanding &amp; Evaluating Art</b></p>	<p>Describe what they see in abstract and landscape artworks.</p> <p>Talk about how colours and shapes make them feel.</p> <p>Say what they like and why.</p> <p>Compare their work to artists studied (e.g., Kandinsky, seaside painters).</p> <p>Begin to explain simple choices in their own artwork.</p>	<p>Describe how artists use line, colour and pattern.</p> <p>Explain how tone makes drawings look more 3D.</p> <p>Talk about how illustrators show character and emotion.</p> <p>Evaluate their own superhero compositions and say what they might change.</p> <p>Discuss how pop-art features (dots, outlines, action words) affect meaning.</p>	<p>Explain how prehistoric artists used natural materials and simple tools.</p> <p>Describe how shading creates depth and form in drawings.</p> <p>Evaluate the effectiveness of their puppet designs and performances.</p> <p>Discuss how colour and pattern communicate ideas in textiles.</p>	<p>Analyse how artists tell stories through composition (Hockney, Rego, Hopper, Brueghel, Fiona Rae).</p> <p>Explain how light and shadow affect still life drawings and paintings.</p> <p>Evaluate the success of carved forms and printed patterns.</p> <p>Discuss how recycled materials can be used creatively in sculpture.</p>	<p>Explain how architects use shape, pattern and colour to communicate ideas.</p> <p>Analyse how artists communicate political messages (Banksy, Guernica).</p> <p>Evaluate how well their designs meet a brief (product design, inventions).</p> <p>Discuss how symmetry and abstraction affect meaning in Rorschach-style work.</p>	<p>Analyse how perspective creates depth in street-art-inspired scenes.</p> <p>Explain how artists use colour to express emotion (Monet, Munch).</p> <p>Evaluate still life compositions for balance, form and arrangement.</p> <p>Discuss how photomontage communicates meaning and narrative.</p>



## Art and Design Skills Progression Map

			<b>Compare their work to examples on mood boards.</b>	<b>Reflect on how their choices of colour, line and shape affect meaning.</b>	<b>Reflect on how form and movement are expressed in Odundo-inspired pieces.</b>  <b>Explain how visual choices influence the viewer's interpretation.</b>	<b>Reflect on how photography can recreate or reinterpret artworks.</b>  <b>Evaluate their own work using vocabulary such as tone, form, composition and contrast.</b>  <b>Explain how artistic choices influence mood, message and impact.</b>
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