St. Peter's Church of England Primary School
ART AND DESIGN KEY PROGRESSION

Key		Key Stage 1	Lower Key Stage 2	Upper Key Stage 2
Developing Basic Skills	**Drawing**	• Explore mark making, experiment with drawing lines and use 2D shapes to draw. • Explore drawing techniques, begin to apply tone to describe form, develop skill and control with a range of drawing materials.	• Develop drawing skills by drawing from direct observation, applying and using geometry and tonal shading when drawing. • Use a range of drawing media. • Draw still life from observation and for mark making. • Further develop understanding of geometry and mathematical proportion when drawing.	• Further develop drawing from observation. Draw using perspective, mathematical processes, design, detail and line. • Learn and apply new drawing techniques such as negative drawing, chiaroscuro, expression, sketching and still life.
	Painting	• Develop skill and control when painting. • Paint with expression. • Further improve skill and control when painting. • Paint with creativity and expression.	• Increase skill and control when painting. Apply greater expression and creativity to own paintings. • Develop skill and control when painting. Analyse painting by artists.	• Control brush strokes and apply tints and shades when painting. Paint with greater skill and expression. • Paint with greater skill and control, applying tonal techniques and more complex colour theory to own work.
	Craft	• Learn a range of materials and techniques such as clayetching, printing and collage. • Use a range of materials to design and make products including craft, weaving, printmaking, sculpture and clay.	• Use materials such as paper weaving, tie dying, sewing and other craft skills to design and make products. • Make art from recycled materials, create sculptures, print and create using a range of materials. Learn how to display and present work.	• Create mixed media art using found and reclaimed materials. Select materials for a purpose. • Create photomontages, make repeat patterns using printing techniques, create digital art and 3D sculptural forms.
Understanding Formal Elements	**Colour**	• Remember the primary colours and how to mix them to create secondary colours. • Create shades of a colour and choose and justify colours for purpose. • Mix, apply and refine colour mixing for purpose using wet and dry media. • Describe their colour selections.	• Increase awareness and understanding of mixing and applying colour, including use of natural pigments. Use aspects of colour such as tints and shades, for different purposes. • Analyse and describe colour and painting techniques in artists work. • Manipulate colour for print.	• Select and mix more complex colours to depict thoughts and feelings. • Mix and apply colours to represent still life objects from observation. • Express feelings and emotions through colour. • Study colours used by Impressionist painters.
	Form	• Learn about form and space through making sculptures and developing language. • Extend their practical ability to create 3D sculptural forms and begin to understand how to represent form when drawing.	• Further develop their ability to describe 3D form in a range of materials, including drawing. • Develop their ability to describe and model form in 3D using a range of materials. • Analyse and describe how artists use and apply form in their work.	• Further extend their ability to describe and model form in 3D using a range of materials. • Express and articulate a personal message through sculpture. Analyse and study artists' use of form.
	Line	• Use, express and experiment with line for purpose, then use appropriate language to describe lines. • Draw lines with increased skill and confidence. Use line for expression when drawing portraits.	• Express and describe organic and geometric forms through different types of line. • Learn and apply symmetry to draw accurate shapes. • Analyse and describe how artists use line in their work.	• Extend and develop a greater understanding of applying expression when using line. • Deepen knowledge and understanding of using line when drawing portraits. • Develop greater skill and control. • Study and apply the techniques of other artists.
	Pattern	• Understand patterns in nature, design and make patterns in a range of materials. • Learn a range of techniques to make repeating and nonrepeating patterns. • Identify natural and man-made patterns. • Create patterns of their own.	• Construct a variety of patterns through craft methods. Further develop knowledge and understanding of pattern. • Create original designs for patterns using geometric repeating shapes. • Analyse and describe how other artists use pattern.	• Construct patterns through various methods to develop their understanding. • Represent feelings and emotions through patterns. • Create sophisticated artwork using their knowledge of pattern.
	Shape	• Identify, describe and use shape for purpose.	• Identify, draw and label shapes within images and objects.	• Composing original designs by adapting and synthesising the work of others.

		• Compose geometric designs by adapting the work of other artists to suit their own ideas.	• Create and form shapes from 3D materials. • Create geometric compositions using mathematical shapes. • Analyse and describe the use of shape in artist's work.	• Analyse and evaluate artists' use of shape. • Fluently sketch key shapes of objects when drawing. • Create abstract compositions using knowledge of other artists' work.
	Texture	• Use materials to create textures. • Identify and describe different textures. • Select and use appropriate materials to create textures.	• Analyse and describe texture within artists' work. • Use a range of materials to express complex textures.	• Develop understanding of texture through practical making activities. • Understand how artists manipulate materials to create texture.
	Tone	• Understand what tone is and how to apply this to their own work. • Experiment with pencils to create tone. • Use tone to create form when drawing.	• Develop skill and control when using tone. • Know and use simple shading rules. • Use a variety of tones to create different effects. • Understand tone in more depth to create 3D effects. • Analyse and describe use of tone in artists' work.	• Develop an increasing sophistication when using tone to describe objects when drawing. • Analyse artists' use of tone. • Increase awareness of using tone to describe light and shade, contrast, highlight and shadow. • Manipulate tone for halo and chiaroscuro techniques.
Generating Ideas		• Use sketchbooks to record thoughts and ideas and to experiment with materials. • Use sketchbooks to record rough ideas and experiments • Explore and create ideas for specific purposes and intentions. • Use artist sources to develop their own original artwork. • Be inspired for artwork from the natural world.	• Use sketchbooks to record thoughts and ideas and to experiment with materials. • Use sketchbooks to generate ideas and record thoughts and observations. • Make records of visual experiments. • Create personal artwork using the artwork of others to stimulate and inspire. • Use literary sources to inspire art. • Express thoughts and feelings through the tactile creation of art. • Manipulate materials to achieve desired effects. • Represent ideas from multiple perspectives.	• Use sketchbooks for planning and refining work, to record observations and ideas and developing skill and technique • Develop ideas through sketches, enhance knowledge, skill and technique using experimental media in sketchbooks. • Express thoughts and feelings about familiar products. • Design new architectural forms, design and invent new products, link artwork to literary sources. • Create and invent for a purpose.
Knowledge of Artists		Study the work of the artists: • Louis Wain • Nancy McKrosky • Mark Rothko, Piet Mondrian, Hans Hoffman# • Susan Beatrice, Edouard Martinet • Jan Griffier • Sorolla, Peder Koryer • Damien Hirsts's • Julian Opie	Study the work of the artists: • Walt Disney • Paul Cezane • Giuseppe Arcimboldo • Sok art Douglas Camp • El Anatsui • Barbra Hepworth • Roy Lichtenstein • Fiona Rae • Paula Rego • David Hockney • Frank Lloyd Wright • Zara Hadid	Study the work of the artists: • Paul Klee • Claude Monet • Ben Nicholson • Picasso Guernica • Edward Hopper • William Morris • Hannah Hoch • Peter Kennard • Jerry Uelsmann • Jenny Holzer • Edward Weston • Edward Much • Hundertwasser
Evaluating		• Recognise and describe key features of their own and other's work. • Compare other's work, identifying similarities and differences. • Describe what they feel about their work and the art of others. • Describe choices and preferences using the language of art.	• Discuss own and other's work using an increasingly sophisticated use of art language (formal elements). • Build a more complex vocabulary when discussing your own and others' art. • Reflecting on their own work in order to make improvements. • Use their own and other's opinion of work to identify areas of improvement.	• Develop a greater understanding of vocabulary when discussing their own and others' work. • Use the language of art with greater sophistication when discussing own and others art. • Regularly analysing and reflecting on their intentions and choices. • Give reasoned evaluations of their own and others work which takes account of context and intention.