Progression in Art and Design	Year 1and 2	Year 3 and 4	Year 5 and 6
NC obj.	<ul> <li>Pupils should be taught to:</li> <li>Use a range of materials creatively to design and make products</li> <li>Use drawing , painting and sculpture to develop and share their ideas, experiences and imagination.</li> <li>Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.</li> </ul>	<ul> <li>Pupils should be taught to:</li> <li>Create sketchbooks to record their observations and use them to review and revisit ideas.</li> <li>Improve their mastery of art and design techniques including drawing painting and sculpture with a range of materials (eg pencil, charcoal, paint and clay)</li> </ul>	As year 3 and 4
Skills and techniques Creating ideas	For instance Work from observation and known objects Use imagination to form simple images from given starting points or a description Collect ideas in an art folder Work with different materials	For instance: Keep all artwork in their folder to be created into a sketch book at the end of each topic. Develop artistic/visual vocabulary to discuss work Experiment with a wider range of materials. Begin to suggest improvements to own work.	For instance Select and develop ideas confidently, using suitable materials confidently. Improve quality of sketchbook with mixed media, ICT and annotations. Develop artistic/visual vocabulary when talking about own work and that of others.
Drawing and working with colour	For instance Begin to control lines to create simple drawings from observations. Use thick felt-tip pens/chalks/charcoal/wax crayon/pastel. Learn to hold drawing and painting tools correctly. Mix primary colours to make secondary colours. Recognise warm and cool colours. Explore the relationship between mood and mark making/colour.	For instance Experiment with different tones using graded pencils. Draw and paint on a range of scales. Lighten and darken tones using black and white. Use of tracing. Explore complementary /contrasting colour in creating pattern. Explore using watercolour, developing intensity and making colour washes.	For instance Introduce perspective and proportion in their drawing. Use a range of mediums on a range of backgrounds. Work indoors and outdoors. Develop watercolour techniques. Explore restricting colour palette (example, only use tertiary colours) Develop brushwork control.

Progression of Skills in Art and Design	Year 1 and 2	Year 3 and 4	Year 5 and 6
Textiles and collage	For instance Investigate a range of textures using rubbings Develop collages, based on simple shapes in different papers and materials. Weave using recycled materials Simple batik work. Simple printmaking techniques	For instance Develop individual and group collages, working on a range of scales. Sew simple stitches using a variety of threads and wool. Create a collage using fabric as a base Develop printmaking techniques	For instance Introduce fabric block printing Weave using fabric /mixed media to create a collage. Create a group embroidery using collage and sewing techniques.
Knowledge about artists	<ul> <li>Pupils should be taught:</li> <li>About 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</li> </ul>	<ul> <li>Pupils should be taught:</li> <li>About great artists, architects and designers in history.</li> </ul>	As year 3 and 4
	For instance Describe the artwork of artists such as Paul Klee, Georgia O'Keefe and Picasso Use work of artists such as Niki de Saint Phalle (sculpture) to create own pieces Consider specific works such as Andy Goldsworthy's 'Stone circles' Explore work from different cultures e.g. Chinese origami, Aboriginal Art	For instance Look at the work of David Hockney and use specific piece 'Big Splash' as inspiration for own pictures. Look at and explore the work of ancient civilisations such as Aztec and Benin. Look at abstract art such as Bridget Riley (optical) and Kandinsky (inspired by music) to inform and enrich their own artwork. Explore the work of Gaudi (architecture).	For instance Explore the artwork from ancient cultures e.g. Greek and compare with artists working today e.g. Grayson Perry. Look at and replicate work of artist/textile designer William Morris and compare/contrast with modern textile designers e.g.Clare Youngs. Explore propaganda/political art- WW2 posters, Banksy, Graffitti art e.g.Keith Haring. Explore colour in the work of impressionists , Casset