MPS		KS1		LKS2		UKS2	
ART & DESIGN SKILLS				MIDHURST C OF E			
PROGRESSION				Cos E PRIMARY PR	IMARY SCHOOL		
ASPECT	End of EYFS	End of Year 1	End of Year 2	End of Year 3	End of Year 4	End of Year 5	End of Year 6
Developing		Draw from or talk about experiences,	Develop ideas from a variety	Identify interesting aspects	Select and record visual	Explain how an idea has developed	Explain intentions when
ideas		creative ideas and observations.	of starting points, including the natural world, man-made objects, fantasy and stories.	of objects as a starting point for work.	and other information to develop ideas on a theme.	over time.	developing ideas, identifying any changes and improvements made as work progresses.
Selection		Choose appropriate materials and techniques for a given project.	Choose from a wider range of appropriate materials and techniques for a given project, describing the properties of materials used.	Explain the purpose of a given task and identify the ideal materials and tools for the job.	Investigate, combine and organise visual and tactile qualities of materials and processes when making something.	Combine a range of media within a piece of work and explain the desired effect.	Describe how the techniques and themes used by other artists and genres have influenced their own work.
Drawing	To begin to show accuracy and care when drawing.	Use lines to represent a shape or outline.	Use line and tone to draw shape, pattern and texture.	Use a range of drawing media to draw natural and man-made items, giving attention to pattern, shape and form.	Draw from close observation to capture fine details.	Use simple rules of perspective in drawings of people, objects or buildings.	Use a variety of media to represent light, shade, form, pattern and texture in a range of drawing work.
Painting	Explore a variety of materials, tools techniques looking at colour, design, texture and form.	Apply paint using a range of tools e.g. large brushes, hands, feet, rollers and shaped pads. Explore mixing of paint colours.	Mix paint colours to suit a task.	Copy and create patterns and textures with a range of paints.	Add textural materials to paint, to create a desired effect.	Use paint application techniques to create mood and atmosphere in a painting.	Use painting techniques characteristic of a specific genre e.g. specific brushstrokes, colour or paint application techniques i.e. pointillism.
3D		Handle and manipulate rigid and malleable materials commenting on how they feel.	_	Use a range of modelling materials and tools, choosing the most appropriate one for a given task.	Add embellishments and decorations to enhance a form or sculpture.	Carve and sculpt materials using a range of tolls and finishing techniques e.g. sanding, etching and smoothing.	Create abstract forms choosing appropriate materials and tools, demonstrating the awareness and influences of a specific artistic genre.
Printing		Create a simple mono-print using a range of printing equipment.	Create single and multi- coloured prints using a range of printing techniques.	Make repeating pattern prints for decorative purposes, using various natural materials.	print.	Create a detailed block for printing using string, card, foam or lino etc.	Using digital software, create abstract prints which involve experimentation with colour, size, shape and repetition.
Collage		Cut and tear paper and other materials and glue onto a surface.	Cut and tear fabrics and papers, attaching them using different joining techniques.	to create a collage on a chosen theme.	digital images to achieve a particular purpose.	Create a monochromatic collage which incorporates text.	Embellish a 3D form using collage techniques (decoupage).
Colour		Name primary and secondary colours and different shades of them e.g. dark yellow.	Select and match colours when painting from observation, explaining how different colours can represent feelings/emotions.	Create and use a palette of natural colours to paint from outdoor observations.	contrasting colours for	Add black and white to paint to create subtle tints and tones, light and shade.	Mix and use colour to reflect mood and atmosphere.
Pattern, line and tone		Create a simple pattern using colours and shapes. Use lines of different thickness.	Create patterns using a range of materials Use tone to show light and shade.	Imprint a range of patterns into modelling materials (e.g. clay, dough and papier mâché). Use lines to add surface detail to a drawing.	create a graphic style print. Use tone to emphasise form in drawing and painting.	Use rubbing techniques to collect patterns and textures. Use cross- hatching to add tonal detail.	Use patterns to add detail, movement and interest to a piece of work. Use pen and ink to add line, tone and perspective using a tonal ink wash.
Form		Build simple thumb pots using clay. Use modelling materials to create a realistic or imagined form.	Build simple pots using clay, using pinching, rolling or coiling.	Create natural forms such as shells, leaves, flowers or animals, showing an awareness of different viewpoints from the same object.	Use 3D materials to sculpt a human form.	Create cylindrical and spherical forms using a range of media and scales.	Use 3D shapes to create an abstract form or sculpture, juxtaposing individual components.
Evaluating and appreciating	Share their creations, explaining processes used.	Outline personal likes and dislikes regarding their own work. Outline personal likes and dislikes regarding a work of art.	Explain the main successes and challenges encountered when completing a piece of artwork. Explain what they like/dislike about a work of art, comparing it with other pieces of art.	Make suggestions for ways to adapt/improve their own artwork. Use a range of artistic vocabulary to compare artworks of a particular genre or movement.	about both.	Compare and comment on ideas/methods/approaches in own and others' work (relating to context). Explain how a piece of artwork makes them feel, explaining views by reference to the effects (e.g. colour and pattern).	Explain how studying other artists' work has influenced and developed their own. Adapt and refine own work in the light of evaluations. Describe and explain the ideas, method and techniques used to

	the approaches taken by	create artwork on a particular
	different artists or	theme or genre.
	genres/movements.	