

Grayswood CE Primary School Skills Progression Map



Subject: Art

Intent

The National Curriculum for art aims to ensure that all pupils:

- produce creative work, exploring their ideas and recording their experiences
- become proficient in drawing, painting, sculpture and other art, craft and design techniques
- evaluate and analyse creative works using the language of art, craft and design
- know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms.

Through a supportive and nurturing environment, Grayswood CE Primary School deliver an art and design curriculum which aims to inspire our children and develop their confidence to trust themselves to experiment and invent their own pieces of art. We believe it is important to develop each child's ability, nurture their talents and interests, express their ideas and observations, as well as learning about the rich heritage and culture of the world around them. The children have the opportunity to explore ideas and meanings through studying the work of artists and designers. Furthermore, by learning about the roles and functions of art, they can explore the impact it has had on contemporary life and on different periods and cultures.

The children of Grayswood will have the tools to meet the end of key stage attainment targets in the National curriculum and the aims also align with those in the National curriculum.

	EYFS	Key Stage 1		Key Stage 2			
	Year R	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Drawing							
Generating ideas	Marvellous marks Talk about their ideas and explore different ways to record them.	Make you mark Explore their own ideas using a range of media.	Tell a story Begin to generate ideas from a wider range of stimuli, exploring different media and techniques.	Growing artists Generate ideas from a range of stimuli and carry out simple research and evaluation as part of the making process.	Power prints Generate ideas from a range of stimuli, using research and evaluation of techniques to develop their ideas and plan more purposefully for an outcome.	I need space Develop ideas more independently from their own research. Explore and record their plans, ideas and evaluations to develop their ideas towards an outcome.	Make my voice heard Draw upon their experience of creative work and their research to develop their own starting points for creative outcomes.

Sketchbooks	Experiment with mark making in an Exploratory way.	Use sketchbooks to explore ideas in an Open-ended way.	Experiment in sketchbooks, using drawing to record ideas. Use sketchbooks to help make decisions about what to try out next.	Use sketchbooks for a wider range of purposes, for example recording things using drawing and annotations, planning and taking next steps in a making process.	Use sketchbooks purposefully to improve understanding, develop ideas and plan for an outcome	Confidently use sketchbooks for purposes including recording observations and research, testing materials and working towards an outcome more independently.	Using a systematic and independent approach, research, test and develop ideas and plans using sketchbooks.
Making skills (including Formal elements)	<p>Use a range of drawing materials such as pencils, chalk, felt tips and wax crayons.</p> <p>Work on a range of materials of different textures (eg. playground, bark)</p> <p>Begin to develop observational skills by using mirrors to include the main features of faces in their drawings.</p>	<p>Use a range of drawing materials such as pencils, chalk, charcoal, pastels, felt tips and pens.</p> <p>Develop observational skills to look closely and reflect surface texture through mark-making.</p> <p>To explore mark making using a range of tools; being able to create a diverse and purposeful range of marks through experimentation building skills and vocabulary.</p>	<p>Further develop mark-making within a greater range of media, demonstrating increased control.</p> <p>Develop observational skills to look closely and reflect surface texture through mark-making.</p> <p>Experiment with drawing on different surfaced and begin to explore tone using a variety of pencil grade (HB, 2B, 4B) to show form, drawing light/dark lines, patterns and shapes.</p>	<p>Confidently use of a range of materials, selecting and using these appropriately with more independence.</p> <p>Draw with expression and begin to experiment with gestural and quick sketching.</p> <p>Developing drawing through further direct observation, using tonal shading and starting to apply an understanding of shape to communicate form and proportion.</p>	<p>Apply observational skills, showing a greater awareness of composition and demonstrating the beginnings of an individual style.</p> <p>Use growing knowledge of different drawing materials, combining media for effect.</p> <p>Demonstrate greater control over drawing tools to show awareness of proportion and continuing to develop use of tone and more intricate mark making.</p>	<p>To use a broader range of stimulus to draw from, such as architecture, culture and photography. Begin to develop drawn ideas as part of an exploratory journey.</p> <p>Apply known techniques with a range of media, selecting these independently in response to a stimulus.</p> <p>Draw in a more sustained way, revisiting a drawing over time and applying their understanding of tone, texture, line, colour and form.</p>	<p>Draw expressively in their own personal style and in response to their choice of stimulus, showing the ability to develop a drawing independently.</p> <p>Apply new drawing techniques to improve their mastery of materials and techniques.</p> <p>Push the boundaries of mark-making to explore new surfaces, e.g. drawing on clay, layering media and incorporating digital drawing techniques.</p>
Knowledge of artists	Enjoy looking at and talking about art.	Describe similarities and differences	Talk about art they have seen using	Use subject vocabulary to describe and	Use subject vocabulary	Research and discuss the ideas and approaches of artists	Describe, interpret and evaluate the work, ideas and

		between practices in Art and design, eg between painting and sculpture, and link these to their own work.	some appropriate subject vocabulary. Be able to make links between pieces of art.	compare creative works. Use their own experiences to explain how art works may have been made.	confidently to describe and compare creative works. Use their own experiences of techniques and making processes to explain how art works may have been made.	across a variety of disciplines, being able to describe how the cultural and historical context may have influenced their creative work.	processes used by artists across a variety of disciplines, being able to describe how the cultural and historical context may have influenced their creative work.
Evaluating and analysing	Talk about their artwork, stating what they feel they did well.	Describe and compare features of their own and other's art work.	Explain their ideas and opinions about their own and other's art work, giving reasons. Begin to talk about how they could improve their own work.	Confidently explain their ideas and opinions about their own and other's art work, giving reasons. Use sketchbooks as part of the problem-solving process and make changes to improve their work.	Build a more complex vocabulary when discussing their own and others' art. Evaluate their work more regularly and independently during the planning and making process.	Discuss the processes used by themselves and by other artists, and describe the particular outcome achieved. Use their knowledge of tools, materials and processes to try alternative solutions and make improvements to their work.	Give reasoned evaluations of their own and others work which takes account of context and intention. Independently use their knowledge of tools, materials and processes to try alternative solutions and make improvements to their work.
Painting and mixed media							
Generating ideas	Paint my world Explore different ways to use paint and a range of media according to their interests and ideas.	Colour splash Explore their own ideas using a range of media.	Life in colour Begin to generate ideas from a wider range of stimuli, exploring different media and techniques.	Prehistoric painting Generate ideas from a range of stimuli and carry out simple research and evaluation as part of the making process.	Light and dark Generate ideas from a range of stimuli, using research and evaluation of techniques to develop their ideas and plan more purposefully for an outcome.	Portraits Develop ideas more independently from their own research. Explore and record their plans, ideas and evaluations to develop their ideas towards an outcome.	Artist study Draw upon their experience of creative work and their research to develop their own starting points for creative outcomes.
Sketchbooks	N/A	Use sketchbooks to explore ideas in an open-ended way.	Experiment in sketchbooks, using drawing to record	Use sketchbooks for a wider range of purposes, for example recording	Use sketchbooks purposefully to improve understanding,	Confidently use sketchbooks for purposes including	Using a systematic and independent approach, research,

			ideas. Use sketchbooks to help make decisions about what to try out next.	things using drawing and annotations, planning and taking next steps in a making process.	develop ideas and plan for an outcome.	recording observations and research, testing materials and working towards an outcome more independently.	test and develop ideas and plans using sketchbooks.
Making skills (including Formal elements)	<p>Explore paint including different application methods (fingers, splatter, natural materials, paintbrushes.)</p> <p>Use different forms of 'paint' such as mud and puddles, creating a range of artwork both abstract and figurative.</p> <p>Use mixed-media scraps to create child-led artwork with no specific outcome.</p>	<p>Experiment with paint, using a wide variety of tools (eg brushes, sponges, fingers) to apply paint to a range of different surfaces.</p> <p>Begin to explore colour mixing.</p> <p>Play with combinations of materials to create simple collage effects. Select materials based on their properties, eg <i>shiny, soft</i>.</p>	<p>Begin to develop some control when painting, applying knowledge of colour and how different media behave eg adding water to thin paint.</p> <p>Create a range of secondary colours by using different amounts of each starting colour or adding water.</p> <p>Make choices about which materials to use for collage based on colour, texture, shape and pattern. Experiment with overlapping and layering materials to create interesting effects.</p>	<p>Select and use a variety of painting techniques, including applying their drawing skills, using their knowledge of colour mixing and making choices about suitable tools for a task eg choosing a fine paintbrush for making detailed marks.</p> <p>Mix colours with greater accuracy and begin to consider how colours can be used expressively.</p> <p>Modify chosen collage materials in a range of ways eg by cutting, tearing, re-sizing or overlapping. In sketchbooks, use collage as a means of collecting ideas.</p>	<p>Explore the way paint can be used in different ways to create a variety of effects, eg creating a range of marks and textures in paint.</p> <p>Develop greater skill and control when using paint to depict forms, eg beginning to use tone by mixing tints and shades of colours to create 3D effects.</p> <p>Work selectively, choosing and adapting collage materials to create contrast and considering overall composition.</p>	<p>Apply paint with control in different ways to achieve different effects, experimenting with techniques used by other artists and applying ideas to their own artworks eg making choices about painting surfaces or mixing paint with other materials.</p> <p>Develop a painting from a drawing or other initial stimulus.</p> <p>Explore how collage can extend original ideas.</p> <p>Combine a wider range of media, eg photography and digital art effects.</p>	<p>Manipulate paint and painting techniques to suit a purpose, making choices based on their experiences.</p> <p>Analyse and describe the elements of other artists' work, e.g. the effect of colour or composition.</p> <p>Consider materials, scale and techniques when creating collage and other mixed media pieces. Create collage in response to a stimulus.</p> <p>Work collaboratively on a larger scale.</p>
Knowledge of artists	Enjoy looking at and talking about art.	Describe similarities and differences between practices in Art and design, eg between painting and sculpture, and	Talk about art they have seen using some appropriate subject vocabulary.	Use subject vocabulary to describe and compare creative works. Use their own	Use subject vocabulary confidently to describe and compare creative works.	Research and discuss the ideas and approaches of artists across a variety of disciplines, being able to describe how	Describe, interpret and evaluate the work, ideas and processes used by artists across a variety of disciplines,

		link these to their own work.	Be able to make links between pieces of art.	experiences to explain how art works may have been made.	Use their own experiences of techniques and making processes to explain how art works may have been made.	the cultural and historical context may have influenced their creative work.	being able to describe how the cultural and historical context may have influenced their creative work.
Evaluating and analysing	Talk about their artwork, stating what they feel they did well.	Describe and compare features of their own and other's art work.	<p>Explain their ideas and opinions about their own and other's art work, giving reasons.</p> <p>Begin to talk about how they could improve their own work.</p>	<p>Confidently explain their ideas and opinions about their own and other's art work, giving reasons.</p> <p>Use sketchbooks as part of the problem-solving process and make changes to improve their work.</p>	<p>Build a more complex vocabulary when discussing their own and others' art.</p> <p>Evaluate their work more regularly and independently during the planning and making process.</p>	<p>Discuss the processes used by themselves and by other artists, and describe the particular outcome achieved.</p> <p>Use their knowledge of tools, materials and processes to try alternative solutions and make improvements to their work.</p>	<p>Give reasoned evaluations of their own and others work which takes account of context and intention.</p> <p>Independently use their knowledge of tools, materials and processes to try alternative solutions and make improvements to their work.</p>

Sculpture and 3D

Generating ideas	Creation station Explore and play with clay and playdough to make child-led creations.	Paper play Explore their own ideas using a range of media.	Clay houses Begin to generate ideas from a wider range of stimuli, exploring different media and techniques.	Abstract shape and space Generate ideas from a range of stimuli and carry out simple research and evaluation as part of the making process.	Mega materials Generate ideas from a range of stimuli, using research and evaluation of techniques to develop their ideas and plan more purposefully for an outcome.	Interactive installation Develop ideas more independently from their own research. Explore and record their plans, ideas and evaluations to develop their ideas towards an outcome.	Making memories Draw upon their experience of creative work and their research to develop their own starting points for creative outcomes.
Sketchbooks	N/A	Use sketchbooks to explore ideas in an open-ended way.	Experiment in sketchbooks, using drawing to record ideas. Use sketchbooks to help make decisions about what to try out next.	Use sketchbooks for a wider range of purposes, for example recording things using drawing and annotations, planning and taking next steps in a making process.	Use sketchbooks purposefully to improve understanding, develop ideas and plan for an outcome.	Confidently use sketchbooks for purposes including recording observations and research, testing materials	Using a systematic and independent approach, research, test and develop ideas and plans using sketchbooks.

						and working towards an outcome more independently.	
Making skills (including Formal elements)	<p>Push, pull and twist a range of modelling materials to affect the shape.</p> <p>Create child-led 3D forms from natural materials.</p> <p>Join materials in different ways e.g. using sticky tape to attach materials, making simple joins when modelling with playdough.</p>	<p>Use their hands to manipulate a range of modelling materials, including paper and card.</p> <p>Explore how to join and fix materials in place.</p> <p>Create 3D forms to make things from their imagination or recreate things they have seen.</p>	<p>Develop understanding of sculpture to construct and model simple forms.</p> <p>Use hands and tools with confidence when cutting, shaping and joining paper, card and malleable materials.</p> <p>Develop basic skills for shaping and joining clay, including exploring surface texture.</p>	<p>Able to plan and think through the making process to create 3D forms using a range of materials.</p> <p>Shape materials for a purpose, positioning and joining materials in new ways (tie, bind, stick, fold).</p> <p>Experiment with combining found objects and recyclable material to create sculpture.</p>	<p>Explore how different materials can be shaped and joined, using more complex techniques such as carving and modelling wire.</p> <p>Show an understanding of appropriate finish and present work to a good standard.</p> <p>Respond to a stimulus and begin to make choices about materials and techniques used to work in 3D.</p>	<p>Investigate how scale, display location and interactive elements impact 3D art.</p> <p>Plan a 3D artwork to communicate a concept, developing an idea in 2D into three-dimensions.</p> <p>Persevere when constructions are challenging and work to problem solve more independently.</p>	<p>Uses personal plans and ideas to design and construct more complex sculptures and 3D forms.</p> <p>Combine materials and techniques appropriately to fit with ideas.</p> <p>Confidently problem-solve, edit and refine to create desired effects and end results.</p>
Knowledge of artists	<p>Enjoy looking at and talking about art.</p>	<p>Describe similarities and differences between practices in Art and design, eg between painting and sculpture, and link these to their own work.</p>	<p>Talk about art they have seen using some appropriate subject vocabulary.</p> <p>Be able to make links between pieces of art.</p>	<p>Use subject vocabulary to describe and compare creative works.</p> <p>Use their own experiences to explain how art works may have been made.</p>	<p>Use subject vocabulary confidently to describe and compare creative works.</p> <p>Use their own experiences of techniques and making processes to explain how art works may have been made.</p>	<p>Research and discuss the ideas and approaches of artists across a variety of disciplines, being able to describe how the cultural and historical context may have influenced their creative work.</p>	<p>Describe, interpret and evaluate the work, ideas and processes used by artists across a variety of disciplines, being able to describe how the cultural and historical context may have influenced their creative work</p>
Evaluating and analysing	<p>Talk about their artwork, stating what</p>	<p>Describe and compare features of</p>	<p>Explain their ideas and opinions about their own and other's</p>	<p>Confidently explain their ideas and</p>	<p>Build a more complex vocabulary when discussing their</p>	<p>Discuss the processes used by themselves and by</p>	<p>Give reasoned evaluations of their own and others work</p>

	they feel they did well.	their own and other's art work.	art work, giving reasons. Begin to talk about how they could improve their own work.	opinions about their own and other's art work, giving reasons. Use sketchbooks as part of the problem-solving process and make changes to improve their work.	own and others' art. Evaluate their work more regularly and independently during the planning and making process.	other artists, and describe the particular outcome achieved. Use their knowledge of tools, materials and processes to try alternative solutions and make improvements to their work.	which takes account of context and intention. Independently use their knowledge of tools, materials and processes to try alternative solutions and make improvements to their work.
--	--------------------------	---------------------------------	---	--	--	---	--

Craft and design

Generating ideas	Let's get crafty! Explore and play with a range of media to make child-led creations.	Woven wonders Explore their own ideas using a range of media.	Map it out Begin to generate ideas from a wider range of stimuli, exploring different media and techniques	Ancient Egyptian Scrolls Generate ideas from a range of stimuli and carry out simple research and evaluation as part of the making process.	Fabric of nature Generate ideas from a range of stimuli, using research and evaluation of techniques to develop their ideas and plan more purposefully for an outcome.	Architecture Develop ideas more independently from their own research. Explore and record their plans, ideas and evaluations to develop their ideas towards an outcome.	Photo opportunity Draw upon their experience of creative work and their research to develop their own starting points for creative outcomes.
Sketchbooks	N/A	Use sketchbooks to explore ideas in an open-ended way.	Experiment in sketchbooks, using drawing to record ideas. Use sketchbooks to help make decisions about what to try out next.	Use sketchbooks for a wider range of purposes, for example recording things using drawing and annotations, planning and taking next steps in a making process.	Use sketchbooks purposefully to improve understanding, develop ideas and plan for an outcome.	Confidently use sketchbooks for purposes including recording observations and research, testing materials and working towards an outcome more independently.	Using a systematic and independent approach, research, test and develop ideas and plans using sketchbooks.
Making Skills (including Formal elements)	Design something and stick to the plan when making. Cut, thread, join and manipulate materials with instruction and support, focusing on	Able to select colours, shapes and materials to suit ideas and purposes. Begin to develop skills such as measuring	Respond to a simple design brief with a range of ideas. Apply skills in cutting, arranging and joining a range of materials to include card, felt and cellophane.	Learn a new making technique (paper making) and apply it as part of their own project. Investigate the history of a craft technique	Learn new making techniques, comparing these and making decisions about which method to use to achieve a particular outcome.	Design and make art for different purposes and begin to consider how this works in creative industries e.g. in architecture, magazines, logos,	Develop personal, imaginative responses to a design brief, using sketchbooks and independent research.

	process over outcome.	materials, cutting, and adding decoration. Apply knowledge of a new craft technique to make fibre art.	Follow a plan for a making process, modifying and correcting things and knowing when to seek advice.	and share that knowledge in a personal way. Design and make creative work for different purposes, evaluating the success of the techniques used.	Design and make art for different purposes and begin to consider how this works in creative industries. Follow a design process from mood-board inspiration to textile creation, planning how a pattern could be used in real-world context.	digital media and interior design. Extend ideas for designs through sketchbook use and research, justifying choices made during the design process.	Justify choices made during a design process, explaining how the work of creative practitioners have influence their final outcome.
Knowledge of artists	Enjoy looking at and talking about art.	Describe similarities and differences between practices in Art and design, eg between painting and sculpture, and link these to their own work.	Talk about art they have seen using some appropriate subject vocabulary. Be able to make links between pieces of art.	Use subject vocabulary to describe and compare creative works. Use their own experiences to explain how art works may have been made.	Use subject vocabulary confidently to describe and compare creative works. Use their own experiences of techniques and making processes to explain how art works may have been made.	Research and discuss the ideas and approaches of artists across a variety of disciplines, being able to describe how the cultural and historical context may have influenced their creative work.	Describe, interpret and evaluate the work, ideas and processes used by artists across a variety of disciplines, being able to describe how the cultural and historical context may have influenced their creative work.
Evaluating and analysing	Talk about their artwork, stating what they feel they did well.	Describe and compare features of their own and other's art work.	Explain their ideas and opinions about their own and other's art work, giving reasons. Begin to talk about how they could improve their own work.	Confidently explain their ideas and opinions about their own and other's art work, giving reasons. Use sketchbooks as part of the problem-solving process and make changes to improve their work.	Build a more complex vocabulary when discussing their own and others' art. Evaluate their work more regularly and independently during the planning and making process.	Discuss the processes used by themselves and by other artists, and describe the particular outcome achieved. Use their knowledge of tools, materials and processes to try alternative solutions and make	Give reasoned evaluations of their own and others work which takes account of context and intention. Independently use their knowledge of tools, materials and processes to try alternative solutions and make

						improvements to their work.	improvements to their work.
--	--	--	--	--	--	-----------------------------	-----------------------------