

Art Progression of Skills

	Drawing (<i>pencil, pastels, charcoal, crayon, inks, chalk, computer software</i>)	Painting (<i>watercolours, ready mixed paint, acrylic, ink, dye, computer software</i>)	Sculpture (<i>clay, mod roc, dough, plaster</i>)
FS	Explore a range of drawing tools Encourage increasing accurateness of people Rubbing to make marks	Name colours Exploring colour mixing informally Use a range of tools to create marks Name a range of tools Printing with objects Understand that different media can be combined to create new effects	Building and destroying Explore construction Shape and model
Year 1/2	Draw lines of different sizes and thickness Colour (own work) neatly following the lines Show pattern and texture by adding dots and lines Experiment on surfaces Observe and draw anatomy & landscapes Draw to record experiences, feelings Repeating patterns/ overlapping shapes Natural and manmade patterns	Mix primary colours to make secondary Add white to colours to make tints and black to colours to make tones. Apply colour using a range of tools	Construct Carve Pinch Roll Join Decorate Explore natural and manmade forms
Year 3/4	Draw with a range of equipment: pen, pencils, coloured pencils, pastels and chalk Use different pencils to show line, tone, texture Annotate sketches to explain ideas. Sketch lightly before painting Use shading and blending to show light and shadow. Use hatching and cross hatching to show tone and texture Accurate drawings of the face – proportion and placement Draw on a range of scales	Colour mixing – secondary and tertiary colours Create colour wheels to learn colour theory – harmonious, complementary Tints, tones and shades Apply colour using dotting, splashing and scratching Use a range of tools to apply colour Colour mixing by overlapping colours	Shape, form, model and construct malleable and rigid materials Experience surface patterns and textures Join Hatching, imprinting and smoothing in clay
Year 5/6	Use a variety of techniques to add interesting effects (e.g. reflections, shadows, direction of sunlight). Use a choice of techniques to depict movement, perspective, shadows and reflection. Interpret texture Explore perspective Accurate drawings of figures – proportion and placement Show form in drawings by following contours of object and shading	Colours to reflect mood Hues, tints, tones, shades Refer to colour theory in artists' work Texture in colour and application of paint Apply colour in various ways Express feeling Show fine detail Embellish work Combine mediums	Plan, shape, form, model and join, blend Show life-like qualities and real-life proportions or, if more abstract, provoke different interpretations. Combine visual and tactile qualities Observed or imagined