## Cloverlea Progression of Skills in Art and Design.

	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Drawing (pencil, charcoal, inks, chalk, pastels, ICT software)	-Begin to use a variety of drawing toolsUse drawing to tell a story, investigate different lines Explore different textures Encourage accurate drawings of people.	- Extend the variety of drawing tools Explore different textures Observe and draw landscapes Observe patterns Observe anatomy (faces, limbs).	- Experiment with tools and surfaces Draw a way of recording experiences and feelings Discuss use of shadows, use of light and dark Sketch to make quick records.	- Experiment with the potential of various pencils To make close observations To draw both the positive and negative shapes To use initial sketches as a preparation for painting. To make accurate drawings of people- particularly faces.	- To identify and draw the effect of light To show awareness of scale and proportion To work on a variety of scales To create computer generated drawings.	- To correctly show the effect of light on objects and people from different directions To interpret the texture of a surface To produce increasingly accurate drawings of people To show an understanding of the concept of perspective.	- To develop their own style of drawing. This style may be through the development of: line, tone, pattern, texture To use sketchbooks to collect and record visual information from different sources as well as planning and collecting source material To develop their own style using tonal contrast and mixed media To use opportunities to develop further simple perspective in their work using a focal point and horizon To develop an awareness of composition, scale and proportion in their paintings To discuss and review own and others work, expressing thoughts and feelings Identify artists who have worked in a similar way to their own work.
Colour (painting, ink, dye, textiles, pencils, crayon, pastels)	-Experimenting with and using primary colours Naming colours - mixing (not formal) - Learn the names of different tools that bring colour Use a range of tools to make	- To be able to name the primary colours To experiment with primary colours (mixing) to create secondary colours To apply colour with a range of tools To find collections of colour.	- To begin to describe colours by objects To make as many tones of one colour as possible (using white) To darken colours without using black To use colour on a large scale.	- To create a colour wheel through successful colour mixing To experiment with and use different types of brushes To use a variety of different techniques- apply colour using dotting, scratching, splashing.	To apply colour mixing knowledge to change and observe a colour (hue): tint, tone and shade. To select suitable equipment for the task. To use colour to reflect mood.	-To correctly apply colour mixing to change and observe a colour (hue): tint, tone and shadeTo explore the use of texture in colourTo use colour for purposes.	- To correctly use the terms hue, tint, tone, shade and mood To use colour for purposes and to express feelings To explore and develop texture in colour.

	coloured marks on paper.						
Texture (textiles, clay, sand, plaster, stone)	-Handling, manipulating and enjoying manipulating materials Sensory experience - Simple collages - Simple weaving.	- To have some experience of weaving and understand the process and some techniques To begin to identify different types and textures of fabric and materials for collage To understand how textiles create things To sort textures according to specific qualities.	- To use overlapping and overlaying to create effects in collage To be able to use large eyed needles- running stitch To create simple applique work To explore simple stitches other than running stitch.	- To use smaller eyed needles and finer threads To explore using resist paste and batik Continue to gain experience in weaving both 3D and flat.	- To use a wider variety of stitches To make observations of textural art to influence own design Experiment with texture to create mood, feeling and movement Compare and look at fabrics from different countries.	- Use a variety of techniques, e.g. printing, dyeing, weaving and stitching to create different textural effects Produce a two colour tie dye. Continue to gain experience in batik-use more that one colourDemonstrate experience in combining techniques to produce an end piece: Embroidery over tie dye Identify artists who have worked with textiles. Express thoughts and feelings about the artists work in sketchbooks	To develop experience in embellishing. To express knowledge of different techniques to express feelings. To work collaboratively on a larger scale. To design, plan and decorate a fabric piece. To experiment with a variety of techniques exploiting ideas from sketchbook.
Form (3D work, clay, dough, boxes, wire, paper, sculpture, mod roc)	-Handling, manipulating and enjoying manipulating materials Constructing - Building and destroying Shape and model	-To make simple joinsTo pinch and roll coils and slabs using a modelling mediaTo use materials to make known objects for a purposeTo use tools and equipment safely and in the correct wayTo experiment in a variety of malleable media such as clay, papier mache, salt dough, modroc.	- To have awareness of natural and man-made forms To show expression of personal experiences and ideas To use shape and form from direct observation (malleable and rigid materials) To use decorative techniques To replicate patterns and textures in a 3D form To observe work and that of other sculptures.	- To shape, form, model and construct (malleable and rigid materials) To construct a simple base for extending and modelling other shapes To explore carving as a form of 3D art To have an understanding of different adhesives and methods of construction To join two parts successfully Continue to explore the work of a range of artists, craft makers and designers, describing the differences and similarities and making links to their own work.	- To describe some of the key ideas, techniques and working practices of a variety of artists, crafts makers, architects and designers that they have studied To analyse and interpret natural and man-made forms or construction To use recycled, natural and man-made materials to create sculptures To be able to adapt work as and when necessary and explain why To model over an armature: newspaper frame for modroc.	To plan and develop ideas. To understand and demonstrate shape, form, model and join. To show experience in combining pinch, slabbing and coiling to produce end pieces. Gain more confidence in carving as a form of 3.D art. To use language appropriate to skill and technique.	- Model and develop work through a combination of pinch, slab and coil To confidently carve a simple form Demonstrate experience in relief and freestanding work using a range of media Use the sketchbook to plan and annotate how to join parts of the sculpture Discuss and evaluate own work and that of other sculptors.

Printing	-Rubbings	To create patterns.	- To print with a growing	- Demonstrate experience	- Increase awareness of	- To explore printing	- To develop ideas in print from
(found	- Print with variety	To explore printing in	range of objects.	in 3 colour printing.	mono and relief printing.	techniques used by various	a range of sources.
materials,	of objects.	relief e.g. String and	- To identify the different	- To print simple pictures	- To demonstrate	artists.	- To describe techniques and
fruit/veg,	- Print with block	card.	forms printing takes.	using different printing	experience in fabric	- To start to overlay prints	processes in print.
wood	colours.	To demonstrate	- To make simple marks	techniques.	printing.	with other media.	- To develop own style using
blocks,		experience at	on rollers and printing	- To demonstrate	- To use sketchbooks to	- To use print as a starting	tonal contrast and mixed
press print,		impressed printing:	palettes to make simple	experience in combining	collect and record visual	point to embroidery.	media.
lino, string)		drawing into ink,	prints i.e. mono-printing.	prints taken from different	information from	- To gain experience in	- To demonstrate experience in
		printing from objects.	- To use equipment and	objects to produce an end	different sources as well	overlaying colours.	a range of printmaking
		Begin to identify	media correctly and be	piece.	as planning, trying out		techniques.
		forms of printing:	able to produce a clean	- To use a sketchbook to	ideas, plan colours and		
		books, posters,	printed image.	record media explorations	collect source material		
		pictures, fabrics.		and experiments as well as	for future works.		
				try out ideas, plan colours			
				and collect source materials			
				for future works.			