Bud	ckstones Primary Scho	ol	Progression of	Art and Design Skill	s		
Area of Study	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Drawing (pencil, chalk, pastels, ICT software)	Begin to use a variety of drawing tools Explore different textures -eg using dots, lines & dashes Encourage accurate drawings of faces Use key vocabulary to demonstrate knowledge and understanding in this strand: portrait, self-portrait (ELG PD) Begin to show accuracy and care when drawing.	Extend the variety of & refine the use of a range drawings tools Can you draw lines of different shapes & thickness eg light, broad, curved, broken, small lines and circular outline? Observe and draw landscapes Use different materials to draw	Experiment with drawing using pencils, pastels and crayons Draw a way of recording experiences and feelings Create moods in the drawings Discuss use of light and dark Sketch to make quick records	Experiment with the potential of various pencils (at least 3 different grades) show different tones; show tone & texture? Close observation. Use my sketches to produce a final piece of work.	Show body language in sketches Represent objects with correct proportions and scale Shading to show to distance and texture	Explore effect of light on people from different directions Interpret the texture of a surface	Effect of light on objects from different directions Interpret the texture of a surface Produce increasingly accurate drawings Concept of perspective

Colour (painting, pencils, crayon, pastels)	Naming the colours Mixing colours (not formal) Choosing appropriate colours for real objects	Name all the colours in the rainbow Experiment mixing of colours Make a colour wheel with primary and	Mix paint to create secondary colours and predict outcomes Show control of colour	Experiment with different types of brushes and implements Techniques- apply colour using dotting, scratching, splashing Making tertiary colours with paint	Understand and create warm and cool colours Understand and identify complimentary and contrasting colours	Hue, tint, tone, shades and mood Explore the use of texture in colour Colour for purposes	Use a wide range of techniques in your work including texture through paint mix and brush and other implement techniques Mix appropriate colours to create a
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Use a range of tools to make coloured marks on paper (ELG PD) Use a range of small tools, including scissors, paintbrushes and cutlery.	secondary colours (6) Introduce thick and thin brushes Applying colour with a range of tools Making darker and	Understand / make tints and tones	Control brushes with confidence.	suitable colour palette that conveys mood and atmosphere.
	lighter shades of colours			

Textiles	Handling, manipulating and	Basic weaving	Introduce the skill of stitching	Applying the skill of stitching
	enjoying using	Group fabrics &	_	
	materials	threads by colour	(Textiles and sewing	(Textiles and sewing
			covered in DT	covered in DT
	Sensory experience	Weave with different materials	project)	project)
	Simple weaving	to create texture eg wool, card, cloth	Different stitch types and Pattern Pieces	

Form/ 3D Work (clay, dough, collage, boxes, paper sculpture, recycled materials, mod roc)	Handling, feeling, enjoying and manipulating materials Develop simple cutting and sticking skills Simple collages using a range of craft materials use a variety of natural, recycled and manufactured materials for sculpting, e.g. clay Constructing	Plan and design a sculpture, thinking about shape and size Show control to join and manipulate materials Overlapping and overlaying to create effects through 3D sculpture project	Shape and form. Show sufficient control to join and manipulate materials for the purpose intended? Experience surface patterns / textures Decorative techniques Add onto your work to create texture and shape?	Plan and design a sculpture use tools and materials to carve, add shape, add texture and pattern; Manipulate surface patterns / textures Discuss own work and work of other sculptors	Plan and design a collage, adding collage to a painted or printed background; Experiment with techniques that use contrasting textures, colours or patterns (rough/smooth, light/dark, plain/patterned) Use a range of mixed media; Justify the materials you have chosen.
	Shape and model				

Printing	Print with a variety of objects eg string, bubbles in paint,	Dabbing, lino- printing and pointillism		Make own printing blocks	
(found materials, fruit/veg, press print, lino, string)	hand prints, finger prints.	Design a print using computing software		Replicate patterns from observations Make repeated patterns with precision	

Sketchbook s		Use sketch books to record observations and collect ideas	Use sketch books to record observations and collect ideas and comment on techniques used by artists	Use sketch books to record observations, collect ideas, comment on techniques used by artists and reflect upon their work	Know how to adapt and refine their work to reflect its meaning and purpose, keeping notes and annotations in their sketch books.