



Art Knowledge Progression Map



	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Generic		Record and explore from observations Ask and answer questions about the starting point of their work Review and say what they would change about their own and others work Explore the work of artists	Develop recording from observations Describe the differences and similarities between different practices and disciplines, and making links to their own work. Begin to critically think about their work through experimenting then making changes	Select and record from first hand observation, experience and imagination Explore the roles and purpose of artists Question and make thoughtful observations in order to select ideas for their work Annotate work	Develop recording from observation, experience and imagination Compare ideas, methods and approaches in their own and others' work and say what they think and feel about them Adapt their work according to their views and describe how they might develop it further.	Evaluate and analyse their own work using the language of art, craft and design Explore the roles and purposes of artists, craftspeople and designers working in different times and cultures.	Explore the work of great artists and designers and understand the cultural and historical development of their art forms Evaluate and analyse their own and other creative works using the language of art, craft and design. Make detailed annotations of work
Drawing	Draw marks, lines and curves	Observe lines and shapes / patterns. Investigate tone; drawing light and dark.	Observe and use lines and marks. Invent new lines. Investigate tone by drawing light/dark lines and patterns,	Create new lines and marks with a range of media. Experiment with light and shade using different grades to achieve various tones in a drawing.	Make lines and marks of various grades using different grades of pencil and other media. Use light and shade to develop dimension in a drawing.	Use different media to create marks and lines in a composition. Experiment with tone using various media. Experiment with shading techniques such as; hatching.	Build a composition from the background to foreground with perspective. Use light and shade, big and small.
Painting	Use tools to spread paint	Use a variety of tools. Name primary colours and mix shades of primary colours. Create colours by mixing to observed objects.	Use a variety of tools. Mix and match colours to observed objects. Create primary tones by adding white and dark paint.	Experiment with a range of media and different effects and textures such as blocking in. Work on a range of scales: thin brush / small painting. Mix secondary colours. Develop colour language.	Experiment with different effects and textures including colour washes. Manage a range of media including acrylics and watercolours. Mix colours from secondary colours altering tone and shade.	Experiment with different effects and textures. Create effects with, thickened paint. Use other tools such as pallet knives to create different effects. Mix colours and know which primary colours make secondary colours. Mix and use tints and shades	Experiment by mixing with other media to create different effects and textures. Create effects using different tools and surfaces. Develop colour mixing, primary/secondary colours and shades.
Printing	Experiment with printing using hands, feet and found materials	Print with a range of hard and soft materials to create pattern	Print with a range of materials creating repeating patterns	Create printing blocks to make repeating patterns with two colours overlay	Explore texture and colour to create print with different objects and paper	Build layers colour and textures to create print and motifs	Develop printing techniques, use relief and impressed, mono and block printing
Textiles	Handle and manipulate materials	Stretch, cut and thread fabric. Glue and stitch fabric	Simple wool weaving. Apply shapes and decoration with a running stitch	Create pattern through weaving colour	Contrast colours in stitching and weaving, using different grades of thread	Use a variety of stitches Embellish fabric Experiment batik	Explore artists and experiment with a range of media to create 3D fabric structures
3D and sculpture.	Handle and manipulate materials	Explore sculpture with a range of malleable media. Manipulate malleable materials in a variety of ways including rolling and kneading Understand the safety and basic care of materials and tools.	Use simple 2-D shapes to create a 3-D form Change the surface of a malleable material, creating texture.	Plan, design and make models from observation or imagination Join clay adequately. Create surface patterns and textures in a malleable material Use papier Mache to create a simple 3D object.	Plan, design and make models from observation or imagination Construct a simple base for extending and modelling other shapes Produce intricate patterns and textures in a malleable media	Shape, form, model and construct from observation or imagination. Develop skills in using clay inc. slabs, coils, slips, etc	Shape, form, model and construct from observation or imagination Develop skills in using clay inc. slabs, coils, slips, etc Produce intricate patterns and textures in a malleable media