Progression in Art Knowledge	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Draw-ing	Explore using a variety of mediums Can hold and use a variety of drawing tools with some control to make marks. To choose particular colours to use for a purpose. Experiment drawing on a variety of surfaces and textures. Use lines to create shapes, patterns and textures.		Begin to understand the terms 'line' 'tone' and 'pattern' as two of the elements of art. Experiment with different pencil grades. Use sketchbooks as a way of experimenting with ideas (Y2) Experiment with proportions of faces, people, animals and buildings.		Know and define the terms 'line', 'tone' and 'pattern' in art. Experiment with different pencil grades. Experiment with developing more accurate proportions of faces, people, animals and buildings. Work on varying scales. Identify and begin to draw the effect of light. Begin to understand foreground and background and experiment with diminishing figures/objects to show they are further away.	Understand and define the terms 'line' , 'tone' and 'pattern' in art. Know the different pencil grades. Become increasingly proficient and accurate drawing proportions of faces, people, animals and buildings. Work on varying scales. Experiment with drawing the effect of light on objects and people from different directions. Understand foreground and background and experiment with diminishing figures/objects to show they are further away.	

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	To create simple representations of events, people and objects. To talk about their work.		Begin to draw on varying scales.			Demonstrate an interpretation of the texture of a surface in their drawings.	
Paint-ing	Name, choose and match primary and secondary colours To explore colour and how colours can be changed. To explore what happens when they mix colours. To choose particular colours to use for a purpose. Use a variety of tools to apply paint, e.g. brushes of different sizes, sponges, fingers, objects	Begin to understand the term 'colour' as one of the elements of art. Begin to know, name and mix the primary and secondary colours To experiment with colour mixing to produce different hues Select and use different paintbrushes and painting techniques to create various effects. Work on different scales.		Be able to name the primary and secondary colours and give examples of tertiary colours. Become increasingly skilled at colour mixing to produce desired hues. Know the terms 'shade' (adding black), 'tint' (adding white) and 'tone' (adding grey). Experiment with different paints and techniques to understand their effects and textures including the			Be able to name the primary, secondary and tertiary colours. Become increasingly skilled at colour mixing to produce any hue. Know and use the terms 'shade' (adding black), 'tint' (adding white) and 'tone' (adding grey). Experiment with different paints and techniques to understand

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	Experiment painting on a variety of surfaces and textures. To paint from direct observation or imagination. To talk about their work.	Create and use textured paint for different effects.		way they can add depth, light and shade. Work on different scales with increasing attention to proportion and perspective. Paint both day and night scenes			their effects and textures. Work on different scales with increasing attention to proportion and perspective. Experiment with using paler colours to push elements into the background, and warmer, darker colours to bring elements to the foreground. Paint both day and night scenes
Printing	Make rubbings from textured surfaces. Recognise pattern in		Begin to understand the term 'shape' as one of the elements of art.		Know and define the term 'shape' in art. Create own printing blocks using relief and impressed methods. eg c	Understand and define the term 'shape' in art. Print using a lino block and lino- cutting tool.	

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	natural and man-made objects. Experimenting with a range of printing methods. Printing objects to make pictures, patterns and/or textures. Printing regular and irregular patterns.		Create their own printing blocks using sponges, vegetables, polystyrene etc. Create repeating and free-flow patterns.		arving designs into polystyrene Create repeating and non-repeating patterns for a variety of purposes. Experiment with carbon printing to replicate images. Print with two colour overlays. Create mono-prints. Experiment with marbling effects.	Print using silk screens, experimenting with varying layers and colours. Create repeating and non-repeating patterns for a variety of purposes.	
Textil es and Fibres	Explore different materials and textures. Add decorations using a variety of media e.g. paints, fabric pens, sticking on buttons etc. Explore fabric collages. Over lapping fabrics. Explore weaving.	Begin to understand the term 'texture' as one of the elements of art. Experiment with layering and weaving different textures. Apply decoration such as sequins, beads, trim and embroidery thread etc.			Know and define the term 'texture' in art. Experiment with layering and weaving to create different textures. Apply decoration with greater intent and skill using sequins, beads, and embroidery thread etc. Use a variety of stiches including running stitch, back		Understand and define the term 'texture' in art Apply decoration with greater intent and skill using sequins, beads, and embroidery thread etc. Use a variety of stiches including

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					stitch and cross stitch (with simple designs on binca or felt)		running stitch, back stitch, cross stitch, and blanket stitch.
	Explore and have a go at simple stitching patterns and threading a needle. Use scissors to cut different materials.						Experiment with the effects of paint, dyes, inks, gels etc, to print onto fabric. Combine a variety of techniques, e.g. printing, dyeing, weaving and stitching to create different textural effects. Experiment with colour work using resist techniques such as batik and tie-dying.

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Collage and Mixed Media	Explore different materials and textures. Explore fabric collages. Over lapping fabrics. Fold, crumple, cut, tear and overlap different materials. Explore cutting straight, curved, zig zag lines. Classify materials into textures and colours. Handling and manipulating a wide range of natural and made materials.		Begin to understand the term 'pattern' as one of the elements of art. Experiment with a range of techniques – tearing, layering, stencilling, to create texture. Use a range of materials to convey texture and meaning.	Know and define the term 'pattern' in art. Experiment with a range of techniques e.g. tearing, layering, stencilling, etc, to create texture. Use a range of materials to convey texture and meaning.			Understand and define the term 'pattern' in art Experiment with a range of techniques – tearing, layering, stencilling, to create texture. Use a range of materials to convey texture and meaning. Combine a range of media and begin to take creative risks.
Sculpt-ing and Model-ling	Explore malleable media such as clay, papier mac he, salt dough, playdoh and sand.	Begin to understand the term 'form' as one of the elements of art.		Know and define the term 'form' in art. Plan, design and make models from observation or imagination.		Understand and define the term 'form' in art. Plan, design and make models from observation or imagination.	

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	Cut shapes using scissors and other modelling tools. Use tools such as scissors, clay tools, split pins and shape cutters competently and appropriately To construct with a purpose in mind, using a variety of resources. To select tools and techniques needed to shape, assemble and join materials they are using. To construct objects from observation or imagination. Add simple decorations.	Make models from observation or imagination. Develop basic skills in joining. Construct and join recycled, natural and mad-made materials. Use papier-mâché to create simple objects or to add 3D effects. Construct for pleasure and for practical purposes (e.g. to make objects connected to a favourite story)		Develop skills in joining, shaping, carving and adding texture to clay models. Construct and join recycled, natural and man-made materials. Use papier-mâché to create simple objects or to add 3D effects. Find interesting ways to upcycle waste packaging Construct for many different purposes e.g costume masks and historical artefacts.		Develop skills in modelling with wire, with or without Modroc. Know how best to join a range of materials. Use papier-mâché to create simple objects or to add 3D effects. Develop original ways to upcycle found or unwanted materials. Construct for many different purposes e.g costume masks, props and historical artefacts.

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