

#### Art Progression Document

#### Learning in EYFS: Art

This part of the document demonstrates which statements from the 2020 Development Matters are prerequisite skills for Art within the national curriculum. The table below outlines the most relevant statements taken from the Early Learning Goals in the EYFS statutory framework and the Development Matters age ranges for Three and Four-Year-Olds and Reception to match the programme of study for Art.

Year Group	National Curriculum	Sticky Knowledge/ End Points	Vocabulary	Golden Threads & Skills
Three and Four- Year- Olds (Nursery)	Physical Development	<ul> <li>Non-statutory guidance Statements taken from Development Matters (2020) as pre-requisite skills in art in preparation for access to the National Curriculum</li> <li>Use large-muscle movements to wave flags and streamers, paint and make marks.</li> <li>Choose the right resources to carry out their own plan.</li> <li>Use one-handed tools and equipment, for example, making snips in paper with scissors.</li> <li>Use a comfortable grip with good control when holding pens and pencils.</li> </ul>	Design, construct, build, make, tape, glue, stick, picture, paint, pencil, felt pen, patterns, shape, print, junk model, rainbow, colour	Nursery Autumn termDesigning houses and constructingJoining MaterialsCake BakingMaking Gifts/ toysNursery Spring termMy favourite toy painting.Observational drawings of an old teddy bear or toy.Design posters for class toy shop.Print patterns using toy shapes.Observational flower drawingsFruit/ Veg paint printingNature pictures- Transient Art
	Expressive Arts and Design	<ul> <li>Explore different materials freely, in order to develop their ideas about how to use them and what to make.</li> <li>Develop their own ideas and then decide which materials to use to express them.</li> <li>Join different materials and explore different textures.</li> <li>Create closed shapes with continuous lines, and begin to use these shapes to represent objects.</li> </ul>		Nursery Summer term Paper mache creatures using paint and other junk modelling items. Mini-beats collage and art. Underwater scene Shiny rainbow fish art



		<ul> <li>Draw with increasing complexity and detail, such as representing a face with a circle and including details.</li> <li>Use drawing to represent ideas like movement or loud noises.</li> <li>Show different emotions in their drawings and paintings, like happiness, sadness, fear, etc.</li> <li>Explore colour and colour mixing.</li> </ul>		
Reception	Physical Development	<ul> <li>Develop their small motor skills so that they can use a range of</li> <li>tools competently, safely and confidently.</li> <li>Use their core muscle strength to achieve a good posture</li> <li>when sitting at a table or sitting on the floor.</li> <li>Develop overall body-strength, balance, coordination and agility.</li> </ul>	Self-portrait, mix, colour, paint, design, pattern, pencil, pen, paint, shade, Van Gogh, Starry Night, pastels, tools, clay, mould, imprint, collage, materials, natural, man-made	Reception Autumn term Self portraits using pencils & paint Colour mixing – paint hands to mix colours and print Observational drawing of leaves Design a superhero spoon puppet Diwali patterns Christmas art
	Expressive Arts and Design	<ul> <li>Statutory – ELG (Fine-motor skills)</li> <li>Hold a pencil effectively in preparation for fluent writing - using</li> <li>the tripod grip in almost all cases.</li> <li>Use a range of small tools, including scissors, paintbrushes and cutlery.</li> <li>Begin to show accuracy and care when drawing.</li> <li>Explore, use and refine a variety of artistic effects to</li> </ul>		Reception Spring term Colour mix block paints to create different shades to paint planets Explore the work of Vincent Van Gogh's Starry Night and use to reproduce own examples using a combination of media. Investigate using pastels to create a planet. Use seashells, pebbles, stones and other natural objects; pencils, clay tools, bottle tops and other manmade objects to make impressions in clay
		<ul> <li>express</li> <li>their ideas and feelings.</li> <li>Return to and build on their previous learning, refining ideas</li> <li>and developing their ability to represent them.</li> <li>Create collaboratively, sharing ideas, resources and skills.</li> <li>Statutory – ELG (Creating with materials)</li> </ul>		Reception Summer term Use a variety of seeds to make a collage of 'Sunflowers' by Van Gogh. Observational drawing of flowers Show children how to thicken paint by adding flour and then apply the paint using fingers or lolly sticks to produce paintings in the style of Van Gogh. Transient art using natural materials



- Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.
  Share their creations, explaining the process they
  - Share their creations, explaining the process they have used.



At Eppleton Academy Primary School, Art and Design is broken into 5 big ideas which are intertwined in all areas of learning. These include developing 'making skills', 'knowledge of artists', 'evaluate and analyse'. Together these come together to enable pupils to 'generate ideas' and 'use sketchbooks' to develop their own artistic identity.

Year Group	National Curriculum	Sticky Knowledge/ End Points	Vocabulary	Golden Threads & Skills.
Y1	<ul> <li>To use a range of materials creatively to design and make products to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination</li> </ul>	Drawing – Make your mark Developing observational drawing skills when explorating mark-making . Children use a range of tools, investigating how texture can be created in drawings. Apply skills to a collaborative piece using music as a stimulus and investigate artists Bridget Riley and Zaria Forman.	Drawing continuous, irregular, geometric, horizontal, line, mark making, observation, overlap, regular, texture, vertical	<ul> <li>Drawing</li> <li>Hold and use drawing tools in different ways to create different lines and marks.</li> <li>Create marks by responding to different stimulus such as music.</li> <li>Overlap shapes to create new ones.</li> <li>Use mark making to replicate texture.</li> <li>Look carefully to make an observational drawing.</li> <li>Complete a continuous line drawing.</li> </ul>
	<ul> <li>To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space</li> <li>About the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work</li> </ul>	Painting and Mixed Media – Colour Splash Explore colour mixing through paint play, use a range of tools and work on different surfaces. Create paintings inspired by Clarice Cliff and Jasper Johns.	Painting and Mixed Media blend, colour, mix, pattern, print, primary colour, secondary colour, shade, shape, texture.	<ul> <li>Painting and Mixed Media</li> <li>Combine primary coloured materials to make secondary colours.</li> <li>Mix secondary colours in paint.</li> <li>Choose suitable sized paint brushes.</li> <li>Clean a paintbrush to change colours.</li> <li>Print with objects, applying a suitable layer of paint to the printing surface.</li> <li>Overlap paint to mix new colours.</li> <li>Use blowing to create a paint effect.</li> <li>Make a paint colour darker or lighter (creating shades) in different ways eg. adding water, adding a lighter colour.</li> </ul>
		Sculpture and 3D – Paper Play Create simple three dimensional shapes and structures using familiar materials, develop skills in manipulating paper and card. Fold, roll and scrunch materials to make their own sculpture inspired by the 'Tree of life' screen at the Sidi Saiyyed Mosque. Make a collaborative sculptural piece based on the art of Louise Bourgeois.	Sculpture and 3D cylinder, roll, scrunch, sculpture, spiral, two- dimensional, three- dimensional, fold, zig-zag	<ul> <li>Sculpture and 3D</li> <li>Roll and fold paper.</li> <li>Cut shapes from paper and card.</li> <li>Cut and glue paper to make 3D structures.</li> <li>Decide the best way to glue something.</li> <li>Create a variety of shapes in paper, eg spiral, zig-zag.</li> <li>Make larger structures using newspaper rolls.</li> </ul>



		Craft and Design – Woven Wonders Learning fibre art skills such as plaiting, threading, knotting and weaving to create three-dimensional woven artworks inspired by artist Cecilia Vicuña.	Craft and Design art, artist craft, cut ,knot, measure, plait, thread, weave, warp, weft, wool, wrap	<ul> <li>Craft and Design</li> <li>Wrap objects/shapes with wool.</li> <li>Measure a length.</li> <li>Tie a knot, thread and plait.</li> <li>Make a box loom.</li> <li>Join using knots.</li> <li>Weave with paper on a paper loom.</li> <li>Weave using a combination of materials.</li> </ul>
Y2	<ul> <li>To use a range of materials creatively to design and make products to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination</li> <li>To develop a wide range of art and design techniques in using colour, pattern, texture, line,</li> </ul>	Drawing – Tell a story Use storybook illustration as a stimulus, to develop mark making skills to explore a wider range of tools and experiment with creating patterned surfaces to add texture and detail to drawings.	Drawing charcoal, cross hatching, scribbling, concertina, expression, stippling, illustration, illustrator	<ul> <li>Drawing</li> <li>Use different materials and marks to replicate texture.</li> <li>Manipulate materials and surfaces to create textures. Eg scratching with tools or blending with fingers.</li> <li>Use marks and lines to show expression on faces.</li> <li>Make a concertina book.</li> <li>Use drawing to tell a story.</li> <li>Use charcoal to avoid snapping and to achieve different types of lines.</li> <li>Use drawing pens.</li> </ul>
	<ul> <li>shape, form and space</li> <li>About the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work</li> </ul>	Painting and Mixed Media – Life in Colour Take inspiration from the collage work of artist Romare Bearden, consolidate knowledge of colour mixing and create textures in paint using different tools. Create own painted paper in the style of Bearden and use it in a collage, linked to a theme suited to their topic or classwork.	Painting and Mixed Media collage, composition, detail, mix, overlap, primary colour, secondary colour, shade, surface,texture	<ul> <li>Painting and Mixed Media</li> <li>Mix a variety of shades of a secondary colour.</li> <li>Make choices about amounts of paint to use when mixing a particular colour.</li> <li>Match colours seen around them.</li> <li>Create texture using different painting tools.</li> <li>Make textured paper to use in a collage.</li> <li>Choose and shape collage materials eg cutting, tearing.</li> <li>Compose a collage, arranging and overlapping pieces for contrast and effect.</li> <li>Add painted detail to a collage to enhance/improve it.</li> </ul>
		Sculpture and 3D – Clay Houses Develop the ability to work with clay, learn how to create simple thumb pots then explore the work of sculptor Rachel Whiteread and apply her ideas in a final piece that uses techniques such as cutting, shaping, joining and impressing into clay.	Sculpture and 3D clay, clay slip, pinch pot, relief, score, surface	<ul> <li>Sculpture and 3D</li> <li>Smooth and flatten clay.</li> <li>Roll clay into a cylinder or ball.</li> <li>Make different surface marks in clay.</li> <li>Make a clay pinch pot.</li> <li>Mix clay slip using clay and water.</li> <li>Join two clay pieces using slip.</li> <li>Make a relief clay sculpture.</li> </ul>



		<b>Craft and Design – Map it out</b> Respond to a design brief, create a piece of art that represents their local area using a map as their stimulus. Learn three techniques for working creatively with materials and at the end of the project, evaluate their design ideas, choosing the best to meet the brief.	<b>Craft and Design</b> abstract, composition, felt, fibre, ink, printing tile, printing roller, negative print, stained glass	<ul> <li>Use hands in different ways as a tool to manipulate clay.</li> <li>Use clay tools to score clay.</li> <li>Craft and Design <ul> <li>Draw a map to illustrate a journey.</li> <li>Separate wool fibres ready to make felt.</li> <li>Lay wool fibres in opposite directions to make felt.</li> <li>Roll and squeeze the felt to make the fibres stick together.</li> <li>Add details to felt by twisting small amounts of wool.</li> <li>Choose which parts of their drawn map to represent in their 'stained glass'.</li> <li>Overlap cellophane/tissue to create new colours.</li> <li>Draw a design onto a printing polystyrene tile without pushing the pencil right through the surface.</li> <li>Apply paint or ink using a printing roller.</li> <li>Smooth a printing tile evenly to transfer an image.</li> <li>Try out a variety of ideas for adapting prints into 2D or 3D artworks.</li> </ul> </li> </ul>
Y3	<ul> <li>To create sketch books to record their observations and use them to review and revisit ideas.</li> <li>To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]</li> <li>About great artists, architects and designers in history</li> </ul>	Drawing – Growing Artists Using botanical drawings and scientific plant studies as inspiration, pupils explore the techniques of artists such as Georgia O'Keefe and Maud Purdy to draw natural forms, becoming aware of differences in the choice of drawing medium, scale and the way tonal shading can help create form. Painting and Mixed Media – Pre-historic painting Investigating making their own paints, making tools and painting on different surfaces, the children explore prehistoric art.	Drawing abstract, botanical, composition, geometric, organic, scale, shading, texture, tone. Painting and Mixed Media charcoal, drawing, medium, negative image, pigment, positive image, prehistoric, proportion, scale up, smudging, stone age.	<ul> <li>Drawing</li> <li>Use shapes identified within in objects as a method to draw.</li> <li>Create tone by shading.</li> <li>Achieve even tones when shading.</li> <li>Make texture rubbings.</li> <li>Create art from textured paper.</li> <li>Hold and use a pencil to shade.</li> <li>Tear and shape paper.</li> <li>Use paper shapes to create a drawing.</li> <li>Use drawing tools to take a rubbing.</li> <li>Painting and Mixed Media</li> <li>Use simple shapes to scale up a drawing to make it bigger.</li> <li>Make a cave wall surface.</li> <li>Paint on a rough surface.</li> <li>Make a negative and positive image.</li> <li>Create a textured background using charcoal and chalk.</li> <li>Use natural objects to make tools to paint with.</li> <li>Make natural paints using natural materials.</li> <li>Create different textures using different parts of a brush.</li> </ul>



				• Use colour mixing to make natural colours.
		<ul> <li>Sculpture and 3D – Abstract shape and space</li> <li>Explore how shapes and negative spaces can be represented by three dimensional forms. Manipulate a range of materials, learn ways to join and create free-standing structures inspired by the work of Anthony Caro and Ruth Asawa.</li> <li>Craft and Design – Ancient Egyptian scrolls</li> <li>Learn about the way colour, scale and pattern influenced ancient Egyptian art, cexplore the technique of papermaking to create a papyrus-style scroll, extend ideas to create a modern response by designing a 'zine'.</li> </ul>	Sculpture and 3D concertina, join, negative space, positive space, sculptor, slot, structure, tabs Craft and Design ancient, colour, composition, Egyptian, imagery, papyrus, pattern, scroll, technique, zine	<ul> <li>Sculpture and 3D</li> <li>Join 2D shapes to make a 3D form.</li> <li>Join larger pieces of materials, exploring what gives 3D shapes stability.</li> <li>Shape card in different ways eg. rolling, folding and choose the best way to recreate a drawn idea.</li> <li>Identify and draw negative spaces.</li> <li>Plan a sculpture by drawing.</li> <li>Choose materials to scale up an idea.</li> <li>Create different joins in card eg. slot, tabs, wrapping.</li> <li>Add surface detail to a sculpture using colour or texture.</li> <li>Display sculpture.</li> <li>Craft and Design</li> <li>Use a sketchbook to research a subject using different techniques and materials to present ideas.</li> <li>Construct a new paper material using paper, water and glue</li> <li>Use symbols to reflect both literal and figurative ideas.</li> <li>Produce and select an effective final design.</li> <li>Make a scroll.</li> <li>Make a zine and use a zine to present information.</li> </ul>
Y4	<ul> <li>To create sketch books to record their observations and use them to review and revisit ideas.</li> <li>To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]</li> </ul>	Drawing – Power Prints Using everyday electrical items as a starting point, develop an awareness of composition in drawing and combine media for effect when developing a drawing into a print.	Drawing block print, contrast, cross- hatching, collage, collaborate, composition, gradient, hatching, highlight, observational drawing, pattern, printmaking, proportion, shading, shadow, symmetry, tone, three- dimensional, wax-resist	<ul> <li>Drawing</li> <li>Use pencils of different grades to shade and add tone.</li> <li>Hold a pencil with varying pressure to create different marks.</li> <li>Use observation and sketch objects quickly.</li> <li>Draw objects in proportion to each other.</li> <li>Use charcoal and a rubber to draw tone.</li> <li>Use scissors and paper as a method to 'draw'.</li> <li>Make choices about arranging cut elements to create a composition.</li> <li>Create a wax resist background.</li> <li>Use different tools to scratch into a painted surface to add contrast and pattern.</li> <li>Choose a section of a drawing to recreate as a print.</li> <li>Create a monoprint.</li> </ul>



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Progression Model



				<ul> <li>Use materials, like glue, in different ways depending on the desired effect.</li> <li>Paint on fabric and wash fabric to remove glue to finish a decorative fabric piece.</li> </ul>
Y5	<ul> <li>To create sketch books to record their observations and use them to review and revisit ideas.</li> <li>To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]</li> <li>About great artists, architects and designers in history</li> </ul>	<ul> <li>Drawing – I need Space <ul> <li>Develop ideas more independently,</li> <li>consider the purpose of drawings as they investigate how imagery was used in the 'Space race' that began in the 1950s.</li> <li>Combine collage and printmaking to create a piece in their own style.</li> </ul> </li> <li>Painting and Mixed Media – portraits <ul> <li>Investigate self-portraits by a range of artists,</li> <li>use photographs of themselves as a starting point for developing their own unique self-portraits in mixed-media.</li> </ul> </li> </ul>	Drawing collagraph, decision, futuristic, imagery, propaganda, purpose, retrofuturism, technique, Painting and Mixed Media collage, mixed media, monoprint, multi-media, photomontage, self-portrait	<ul> <li>Drawing</li> <li>Analyse an image that considers impact, audience and purpose.</li> <li>Draw the same image in different ways with different materials and techniques.</li> <li>Make a collagraph plate.</li> <li>Make a collagraph print.</li> <li>Develop drawn ideas for a print.</li> <li>Combine techniques to create a final composition.</li> <li>Decide what materials and tools to use based on experience and knowledge.</li> <li>To know what print effects different materials make.</li> <li>Painting and Mixed Media</li> <li>Develop a drawing into a painting.</li> <li>Create a drawing using text as lines and tone.</li> <li>Experiment with materials and create different backgrounds to draw onto.</li> <li>Use a photograph as a starting point for a mixed-media artwork.</li> <li>Take an interesting portrait photograph, exploring different angles.</li> <li>Adapt an image to create a new one.</li> <li>Choose colours to represent an idea or atmosphere.</li> <li>Develop a final composition from sketchbook ideas.</li> </ul>
		<ul> <li>Sculpture and 3D – Interactive installation <ul> <li>Using inspiration of historical monuments and modern installations,</li> <li>plan by researching and drawing, a sculpture to fit a design brief.</li> <li>Investigate scale, the display environment and possibilities for viewer interaction with their piece.</li> </ul> </li> </ul>	Sculpture and 3D concept, location, installation, interactive, performance art	<ul> <li>Sculpture and 3D</li> <li>Make an explosion drawing in the style of Cai Guo-Qiang, exploring the effect of different materials.</li> <li>Try out ideas on a small scale to assess their effect.</li> <li>Use everyday objects to form a sculpture.</li> <li>Transform and manipulate ordinary objects into sculpture by wrapping, colouring, covering and joining them.</li> <li>Try out ideas for making a sculpture interactive.</li> </ul>



		<ul> <li>Craft and Design – Architecture <ul> <li>Investigate the built environment through drawing and printmaking,</li> <li>learning about the work of architect Zaha Hadid</li> <li>create their own building designs,</li> <li>creatively presenting research on artist Hundertwasser</li> <li>explore ideas behind the symbolism of monument design.</li> </ul> </li> </ul>	<b>Craft and Design</b> architecture, architect, composition, elevation, legacy, monoprint, perspective, proportion, transform	<ul> <li>Plan an installation proposal, making choices about light, sound and display.</li> <li>Craft and Design</li> <li>Make an observational drawing of a house.</li> <li>Use shapes and measuring as methods to draw accurate proportions.</li> <li>Select a small section of a drawing to use as a print design.</li> <li>Develop drawings further to use as a design for print.</li> <li>Design a building that fits a specific brief.</li> <li>Draw an idea in the style of an architect that is annotated to explain key features.</li> <li>Draw from different views, such as a front or side elevation.</li> <li>Use sketchbooks to research and present information about an artist.</li> <li>Interpret an idea in into a design for a structure.</li> </ul>
Y6	<ul> <li>To create sketch books to record their observations and use them to review and revisit ideas.</li> <li>To improve their mastery of art and design techniques, including drawing, painting</li> </ul>	<ul> <li>Drawing – Make my voice heard</li> <li>On a journey from the Ancient Maya to modern-day street art, explore how artists convey a message.</li> <li>Begin to understand how artists use imagery and symbols as well as drawing techniques like expressive mark making, tone and the dramatic light and dark effect called 'chiaroscuro'.</li> </ul>	Drawing chiaroscuro, aesthetic, commissioned, expressive, gestural, interpretation, mural, symbolic, tone,	<ul> <li>Drawing</li> <li>Achieve the tonal technique called chiaroscuro.</li> <li>Make handmade tools to draw with.</li> <li>Use charcoal to create chiaroscuro effects.</li> <li>To know gestural and expressive ways to make marks.</li> <li>To know effects different materials make.</li> <li>To know the effects created when drawing into different surfaces</li> </ul>
	<ul> <li>and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]</li> <li>About great artists, architects and designers in history</li> </ul>	<ul> <li>Painting and Mixed Media – Artist study <ul> <li>Identify an artist that interests them, children research the life, techniques and artistic intentions of that individual.</li> <li>Collecting ideas in sketchbooks, planning for a final piece and working collaboratively, present what they have learnt about the artist.</li> </ul> </li> </ul>	Painting and Mixed Media abstract, analyse, evaluate, interpret, medium, mixed- media, narrative, respond, tableau.	<ul> <li>Painting and Mixed Media</li> <li>Use sketchbooks to research and present information.</li> <li>Develop ideas into a plan for a final piece.</li> <li>Make a personal response to the artwork of another artist.</li> <li>Use different methods to analyse artwork such as drama, discussion and questioning.</li> </ul>
	,	<ul> <li>Sculpture and 3D – Making memories</li> <li>Create a personal memory box using a collection of found objects and hand-sculptured forms, reflecting primary school life with symbolic and personal meaning.</li> </ul>	Sculpture and 3D abstract, assemblage, composition, literal, manipulate, memory, relief, sculpture	<ul> <li>Sculpture and 3D</li> <li>Translate a 2D image into a 3D form.</li> <li>Manipulate cardboard to create 3D forms (tearing, cutting, folding, bending, ripping).</li> <li>Manipulate cardboard to create different textures.</li> <li>Make a cardboard relief sculpture.</li> </ul>



• Make visual notes to generate ideas for a final piece.

		Translate ideas into sculptural forms.
<ul> <li>Craft and Design – Photo opportunity <ul> <li>Explore photography as a medium for expressing ideas, investigate scale and composition, colour and techniques for adapting finished images.</li> <li>Use digital media to design and create photographic imagery for a specific design brief.</li> </ul> </li> </ul>	<b>Craft and Design</b> arrangement, digital, layout, macro, monochrome, photography, photomontage, photorealism, prop, saturation	<ul> <li>Craft and Design</li> <li>Create a photomontage.</li> <li>Create artwork for a design brief.</li> <li>Use a camera or tablet for photography.</li> <li>Identify the parts of a camera.</li> <li>Take a macro photo, choosing an interesting composition.</li> <li>Manipulate a photograph using photo editing tools.</li> <li>Use drama and props to recreate imagery.</li> <li>Take a portrait photograph.</li> <li>Use a grid method to copy a photograph into a drawing.</li> </ul>