



Progression of Knowledge for Art

National Curriculum

Early Years

Early years

The Early Learning Goals:

Children working at the expected level of development at the end of reception year will be taught:

Expressive Arts and Design

Creating with 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 have used.

Make use of props and materials when role playing characters in narratives and stories.

Being Imaginative and Expressive

Invent, adapt and recount narratives and stories with peers and their teacher.

Sing a range of well-known nursery rhymes and songs.

Perform songs, rhymes, poems and stories with others, and – when appropriate try to move in time with music.

Key Stage 1

Key Stage 1

Pupils should be taught:

- ♣ 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
- ♣ to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space
- ♣ 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.

Key Stage 2

Key Stage 2

Pupils should be taught to develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design. Pupils should be taught:

- ♣ to create sketch books to record their observations and use them to review and revisit ideas
- ♣ 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]



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♣ about great artists, architects and designers in history.

By the end of Reception

Me and my Community

Children are introduced to primary colours and colour-mixing. They begin to explore how to manipulate dough to create shapes and learning techniques such as rolling. They use their drawing and mark making skills to explore line and shape.

Once Upon a Time

Children explore how to cut, tear, fold and stick paper and fabric to create collage art work.

Starry Night

Children explore painting by mixing tints and shades and by using a range of tools including brushes, toothbrushes, straws and spray bottles to create night sky paintings.

Dangerous Dinosaurs

Children develop their drawing skills and explore line including zigzags, spirals, straight lines, curvy lines.

Sunshine and Sunflowers

Children explore seasonal environmental art. They build on the skills to manipulate materials from Me and My Community and explore the properties of clay to make imprints using natural materials. They continue to develop painting techniques around flowers and gardens and are introduced to works of art by significant artists such as Monet and Kandinsky.

Big Wide World

Children develop painting techniques, such as creating patterns, and explore traditional works of art to inspire their artwork. They also create large scale weavings using fabrics and recycled materials.

By the end of Year 1

Mix it

- Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.
- Learn 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.



Progression of Knowledge for Art

- Evaluate and analyse creative works using the language of art, craft and design.

Key Vocabulary

Colour, different, same, paint, palette, print, print making, roller, colour mixing, colour wheel, primary colour, secondary colour, evaluates, like, dislike.

Funny Faces and Fabulous Features

- Use a range of materials creatively to design and make products.
- Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.
- Learn 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.
- Evaluate and analyse creative works using the language of art, craft and design

Key Vocabulary

Colour, compare, composition, detail, different expression, similar, collage, feedback, communicate, explore, expression, feature, portrait, self-portrait, fabric, layer, paper.

Rain and Sunrays

- Use a range of materials creatively to design and make products.
- Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.
- Produce creative work, exploring their ideas and recording their experiences.
- Evaluate and analyse creative works using the language of art, craft and design.

Key Vocabulary

Design, explore, express, texture, loose part, transient, motif, primary colour, collagraph, collagraph block, print making, roller, shape, ink, line, print, texture, soft pencil, hard pencil, discuss, like, evaluate, like.

Street View

- Use a range of materials creatively to design and make products.
- Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.



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- Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.
- Learn 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.
- Produce creative work, exploring their ideas and recording their experiences.
- Evaluate and analyse creative works using the language of art, craft and design.

Key Vocabulary

Colour, composition, different, dislike, like, line, mood, observe, shape, similar, discuss, dislike, like, opinion, 3-d form, layer, building, city shape, feature, street, urban, urban landscape, colour wheel, primary colour, secondary colour.

By the End of Year 3

Still life

- Use a range of materials creatively to design and make products.
- Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.
- Learn 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.
- Produce creative work, exploring their ideas and recording their experiences.
- Evaluate and analyse creative works using the language of art, craft and design.

Key Vocabulary

Colour, composition, different, man-made, natural, object, observe, similar, texture, sketch, form, nature, primary colour, secondary colour, still-life.

Mix it

- Use a range of materials creatively to design and make products.
- Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.
- Learn 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.
- Evaluate and analyse creative works using the language of art, craft and design.



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Key Vocabulary

Colour, different, same, evaluate, practise, successful, pattern, colour mixing, colour wheel, hue, primary colour, secondary colour.

Flower Head

- Use a range of materials creatively to design and make products.
- Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.
- Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.
- Learn 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.
- Produce creative work, exploring their ideas and recording their experiences.
- Evaluate and analyse creative works using the language of art, craft and design

Key Vocabulary

Colour, different, form, inspiration, same, scale, texture, pattern, shape, sketch, visual element, flower, flower sculpture, natural form, petal, primary colour, secondary colour, multi-coloured.

Contrast and Compliment

- Create sketchbooks to record their observations and use them to review and revisit ideas.
- Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).
- Learn about great artists, architects and designers in history.
- Evaluate and analyse creative works using the language of art, craft and design



Progression of Knowledge for Art

Key Vocabulary

Colour, colour family, comparison, different, effect, evaluate, mood, similar, base colour, composition, fine detail, pattern, shape, space, template, visual element, colour mixing, layering, palette, sketch book, translucency, water colour paint, hue, primary colour, secondary colour, colour wheel, warm colour, tertiary colour, feeling, cool colour, complementary colour.

Prehistoric Pots

- Create sketchbooks to record their observations and use them to review and revisit ideas.
- Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).
- Evaluate and analyse creative works using the language of art, craft and design

Key Vocabulary

Form, pattern, sculpt, shape, sketch, 3-d, clay, coil, roll, sculpture, colour, nature, Beaker culture, imprint.

Portraits and Poses

- Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.
- Learn 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.
- Produce creative work, exploring their ideas and recording their experiences.
- Evaluate and analyse creative works using the language of art, craft and design.

Key Vocabulary

Background, composition, foreground, different object, observe, pose, similar, line, sketch, different, dislike, evaluate, feedback, improve, like, similar.



Progression of Knowledge for Art

Ammonite

- Create sketchbooks to record their observations and use them to review and revisit ideas.
- Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).

Key Vocabulary

Motif, position, sketch, adapt, discuss, evaluate, improve, review, describe, motif, sketch, 3-d clay, coil, form, roll, sculpture, colour, form, nature, pattern, cross-hatch, hatch, line, shade, sketch, block, carve, ink, one-colour, two-colour, reduction, relief.

People and Places

- Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).
- Learn about great artists, architects and designers in history.
- Evaluate and analyse creative works using the language of art, craft and design.

Key Vocabulary Contrast, detail, different, style, composition, imagination, observation, photograph, preliminary sketch, scene, simple sketch, visual element, aspect, finished piece, LS Lowry, charcoal, cross-hatch, detail, figure drawing, light, scribble, shade, shading, shadow, smudge, technique, city, cityscape, town, urban landscape. posed. unposed. human form. human figure. manikin.

Beautiful Botanicals

- Create sketchbooks to record their observations and use them to review and revisit ideas.
- Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).
- Learn about great artists, architects and designers in history.
- Evaluate and analyse creative works using the language of art, craft and design.



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Key Vocabulary Botanical art, contemporary, illustrate, traditional, Katie Scott, carve, ink, ink tray, design, lion, lino print, print making, roller, single unit print, tool, two-colour print, cloth, craft, fabric, interlace, loom, man-made, material, natural, pattern, thread, warp, weave, weft, woven, yarn, fern, frond, fruit, plant, nature, colour swatch.

Mosaic Masters

- Create sketchbooks to record their observations and use them to review and revisit ideas.
- Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).
- Learn about great artists, architects and designers in history.
- Evaluate and analyse creative works using the language of art, craft and design.

Key Vocabulary mosaic, Roman mosaic, pattern, shape, sketch, tesserae, colour, compare, contrast, material, subject, swatch.

By the end of Year 5

Contrast and Compliment

- Create sketchbooks to record their observations and use them to review and revisit ideas.
- Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).
- Learn about great artists, architects and designers in history.
- Evaluate and analyse creative works using the language of art, craft and design.



Progression of Knowledge for Art

Key Vocabulary

Colour, colour family, colour theory, comparison, base colour, composition, fine detail, template, visual element, written review, colour mixing, layering, palette, sketchbook, translucency, water colour paint, warm colour, tertiary colour, complementary colour, analogous colour.

Warp and Weft

- Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).
- Learn about great artists, architects and designers in history.
- Evaluate and analyse creative works using the language of art, craft and design

Key Vocabulary

Design, material, shape, symmetry, thread, warp, weave, weaving, weft.

Vista

- Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).
- Learn about great artists, architects and designers in history.
- Evaluate and analyse creative works using the language of art, craft and design.

Key Vocabulary

Compare, composition, technique, viewpoint, landscape, line, proportion, colour, combine, shade, sketch, tone, atmospheric perspective, landscape, scenery, cool, ink, pigment, warm, wash, watercolour, cross-hatch, hatch, stipple,



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Animal

- Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).
- Learn about great artists, architects and designers in history.
- Evaluate and analyse creative works using the language of art, craft and design

Key Vocabulary

Purpose, theme, visual element, clay, join, roll, score, slip, 3-d form, pinch, sculpt, sculpture, smooth, colour, feather, fur, pattern, shape, shell, scale, texture, visual element, visual quality, anatomy, finish, detail, hard pencil, outline, realistic, shading, simplistic, soft pencil.

Taotie

- Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).
- Learn about great artists, architects and designers in history.
- Evaluate and analyse creative works using the language of art, craft and design.

Key vocabulary

Casting, bronze, taotie relief, imprint, mould, plaster

Islamic Art

- Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).
- Learn about great artists, architects and designers in history.



Progression of Knowledge for Art

- Evaluate and analyse creative works using the language of art, craft and design.

Key vocabulary

Abstract motif, design, figurative motif, geometric motif, geometric pattern, grid system, motif, star, tessellate, vegetal motif, alto-relief, bas-relief, carve, high-relief, low relief, relief, score, sculpt, sculpture, slab, arabesque, calligraphy, Islamic art, Muslim, religious, secular.

Statues, Statuettes and Figurines

- Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay). Learn about great artists, architects and designers in history.
- Evaluate and analyse creative works using the language of art, craft and design.

Key vocabulary

Artistic feature, material, property, purpose, sculpture, size, anatomically correct, character, figure drawing, form, human form, pose, posture, 3-d, feature, figurine, statue, statuette, charcoal, ink, 3-d form, carving, clay, cross-hatch, join, score, sculpting, slabbing, slip, smoothing, twist, wire, wire, frame, ancient civilisation, ancient Egypt, ancient Sumer, ceremonial, craftspeople, Indus Valley.

Tints, Tones and Shades

- Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).
- Evaluate and analyse creative works using the language of art, craft and design.

Key vocabulary

Composition. Perspective, scale, sketch, cityscape, landscape, hue, impressionist, vibrancy

Mixed Media



Progression of Knowledge for Art

- Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).
- Learn about great artists, architects and designers in history.
- Evaluate and analyse creative works using the language of art, craft and design.

Key vocabulary

Sorrow of the King by Henri Matisse, Merz pictures by Kurt Schwitters, abstract, collage, decoupage, marbling, figurative, paper-mâché, pulp, surrealism, pictorial.

Expression

- Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).
- Learn about great artists, architects and designers in history.
- Become proficient in drawing, painting, sculpture and other art, craft and design techniques.
- Evaluate and analyse creative works using the language of art, craft and design.

Key vocabulary

Expressionist, facial feature. Atmosphere, mood, intense, sombre, vibrant, textural, overlay.

By the end of Year 6

Bees, Beetles and Butterflies

- Create sketchbooks to record their observations and use them to review and revisit ideas.
- Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).



Progression of Knowledge for Art

- Evaluate and analyse creative works using the language of art, craft and design.

Key Vocabulary

Mixed media collage, exhibition. Annotation, colour palette, contemporary, digital painting, illustration, embellishment, observational drawing, Pop Art, Andy Warhol

Distortion and Abstraction

- Create sketchbooks to record their observations and use them to review and revisit ideas.
- Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).
- Learn about great artists, architects and designers in history.
- Evaluate and analyse creative works using the language of art, craft and design.

Key Vocabulary

Pablo Picasso, cubism, Robert and Sonia Delaunay, orphism, distortion

Environmental Artists

- Create sketchbooks to record their observations and use them to review and revisit ideas.
- Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).
- Learn about great artists, architects and designers in history.

Key Vocabulary

Montage, inspiration, 3d form, sculpture, land art, environmental art, Antony Gormley, Chris Jordan, Edith Meusnier, John Akomfrah, Olafur Eliasson



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Inuit

- Create sketchbooks to record their observations and use them to review and revisit ideas.
- Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).
- Learn about great artists, architects and designers in history.
- Evaluate and analyse creative works using the language of art, craft and design.

Key Vocabulary

The Enchanted Owl by Kenojuak Ashevak, David Ruben Piqtoukun, Jessie Oonark, Karoo Ashevak, Lucy Tasseor Tutsweetak, Pitseolak Ashoona, stylised, carve, soapstone, contrast, style, 3d form, abstract.

Nature's Art

- Create sketchbooks to record their observations and use them to review and revisit ideas.
- Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).
- Learn about great artists, architects and designers in history.
- Evaluate and analyse creative works using the language of art, craft and design.

Key Vocabulary

Impact, exploration, low relief sculpture, relief sculpture, Earth Art, earthwork, natural form, natural materials, visual element, art installation, Ai Weiwei, Andy Goldsworthy,

Line, Light and Shadows

- Create sketchbooks to record their observations and use them to review and revisit ideas.
- Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).



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- Learn about great artists, architects and designers in history.
- Evaluate and analyse creative works using the language of art, craft and design.

Key vocabulary

Texture, natural form, contour line, cross-hatch, ink wash, shading technique, stipple, Picasso, Rembrandt

Trail Blazers, Barrier Breakers

- Create sketchbooks to record their observations and use them to review and revisit ideas.
- Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).
- Learn about great artists, architects and designers in history.

Key vocabulary

Composition, mood board, montage, replica

Tints, Tones and Shades

- Create sketchbooks to record their observations and use them to review and revisit ideas.
- Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).
- Evaluate and analyse creative works using the language of art, craft and design.

Key vocabulary

Foreground, horizon, hue, perspective, landscape, middle ground, vibrancy, atmosphere

Progression of Knowledge for Art

