

Art and design

Progression of knowledge and skills

Kapow
Primary™

Curriculum support

Kapow Primary's curriculum documentation can also be viewed online, making resources more searchable, user-friendly and sustainable.

Curriculum information pages and *Curriculum portals* bring together content that was previously only accessible across multiple PDF documents. This allows quicker access to key information and ensures that the most up-to-date guidance is always available.

Curriculum information pages

Curriculum information pages outline the intent, implementation and impact of the Kapow Primary curriculum, including the rationale behind the approach. They act as a central hub for curriculum guidance, with links to related resources, embedded media and FAQs to support understanding.

Curriculum portals

Curriculum portals provide an online view of each subject's long-term plan and progression. They bring together key unit information, including National curriculum links, British values and SMSC, knowledge and skills, vocabulary and cross-curricular connections, allowing easy navigation between whole-school and unit-level views.

1. Intent

This section outlines the overall curriculum plan, including its structure, sequencing and the specific knowledge and skills students are expected to acquire.

Curriculum aims

Kapow Primary's Art and design scheme of work aims to nurture pupils' creativity, imagination and visual literacy, encouraging them to think like...

encourages children to value originality, take creative risks and reflect critically on their own

Visit the Art and design Curriculum information pages online.

Art and design

Help? Close

Art and design curriculum overview

Last updated: 11/12/2025 10:08

Long-term plan Progression of Skills & knowledge Vocabulary progression

Standard Mixed-age Condensed Download

Long-term plan Standard - Current (2025/26)

	Unit 1	Unit 2	Unit 3	Unit 4
EYFS	Drawing: Marvellous marks	Painting and mixed media: Paint my world	Sculpture and 3D: Creation station	Craft and design: Let's get crafty
Year 1	Drawing: Exploring line and shape	Painting and mixed media: Colour splash	Sculpture and 3D: Paper play	Craft and design: Woven wonders

Visit the Art and design Curriculum portal online.

Contents

Introduction	4
How is the Art and design scheme organised?	5
Types of knowledge in Art	6
Using this document	7
Making skills: Progression of knowledge and skills	11
Making skills - Formal elements: Progression of knowledge	17
Knowledge of artists: Progression of knowledge and skills	21
Knowledge of artists: Themes	24
Evaluating and analysing: Progression of knowledge and skills	25
Overview of progression of skills: EYFS (Reception) and KS1	28
Overview of progression of skills: KS2	30

Introduction

An overview of the skills and knowledge covered in each year group and strand across the units of lessons.

This document was last updated on 03.03.26. Please check [here](#) for the most up to date version.

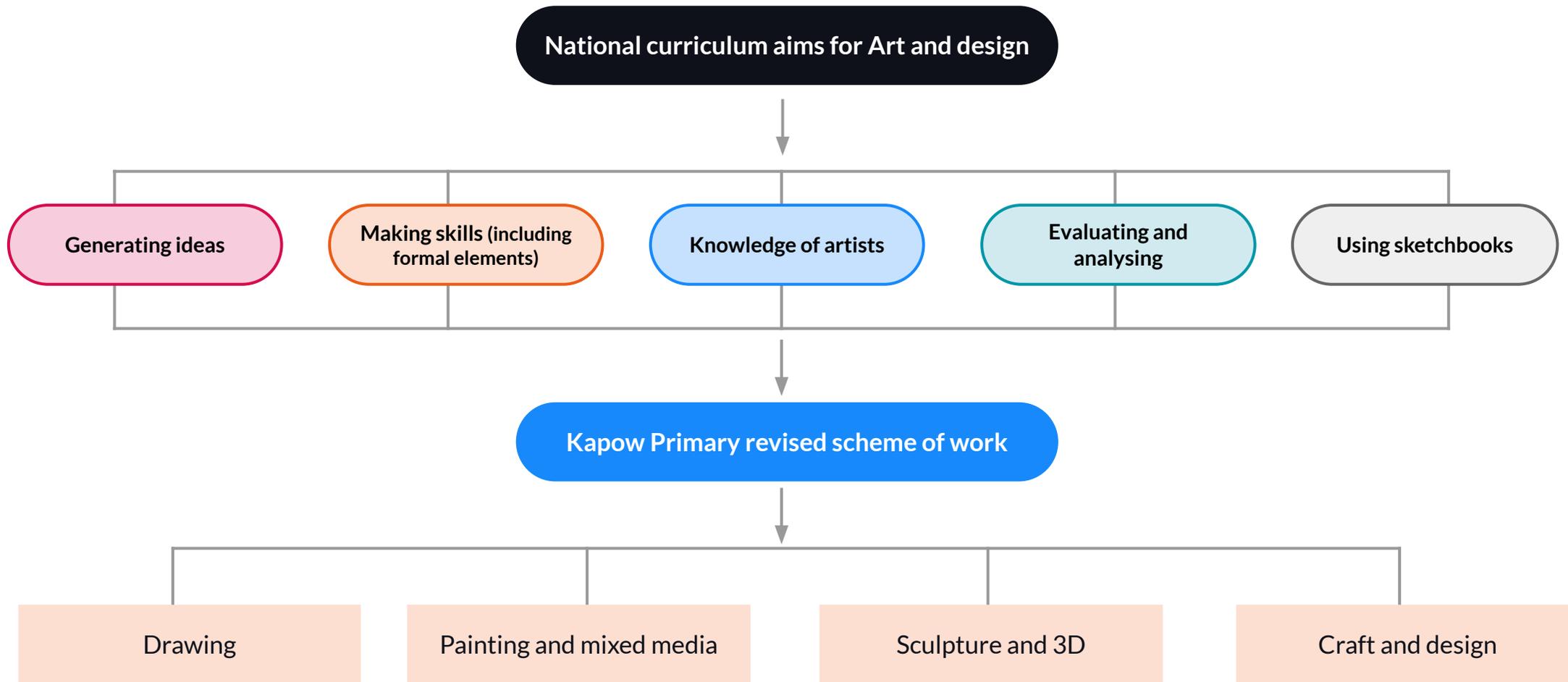
Related documents

This document is for those who follow Kapow Primary's standard [Art and design: Long-term plan](#).

- If you follow the [Art and design: Long-term plan - mixed-age](#), see the corresponding [Art and design: Progression of skills and knowledge - mixed-age](#).
- If you follow the [Art and design: Long-term plan - condensed version](#), see the corresponding [Art and design: Progression of skills and knowledge - condensed version](#).
- If you subscribe to both subjects and follow the [D&T and Art long-term plan](#), see the corresponding [D&T and Art: Progression of skills and knowledge](#).

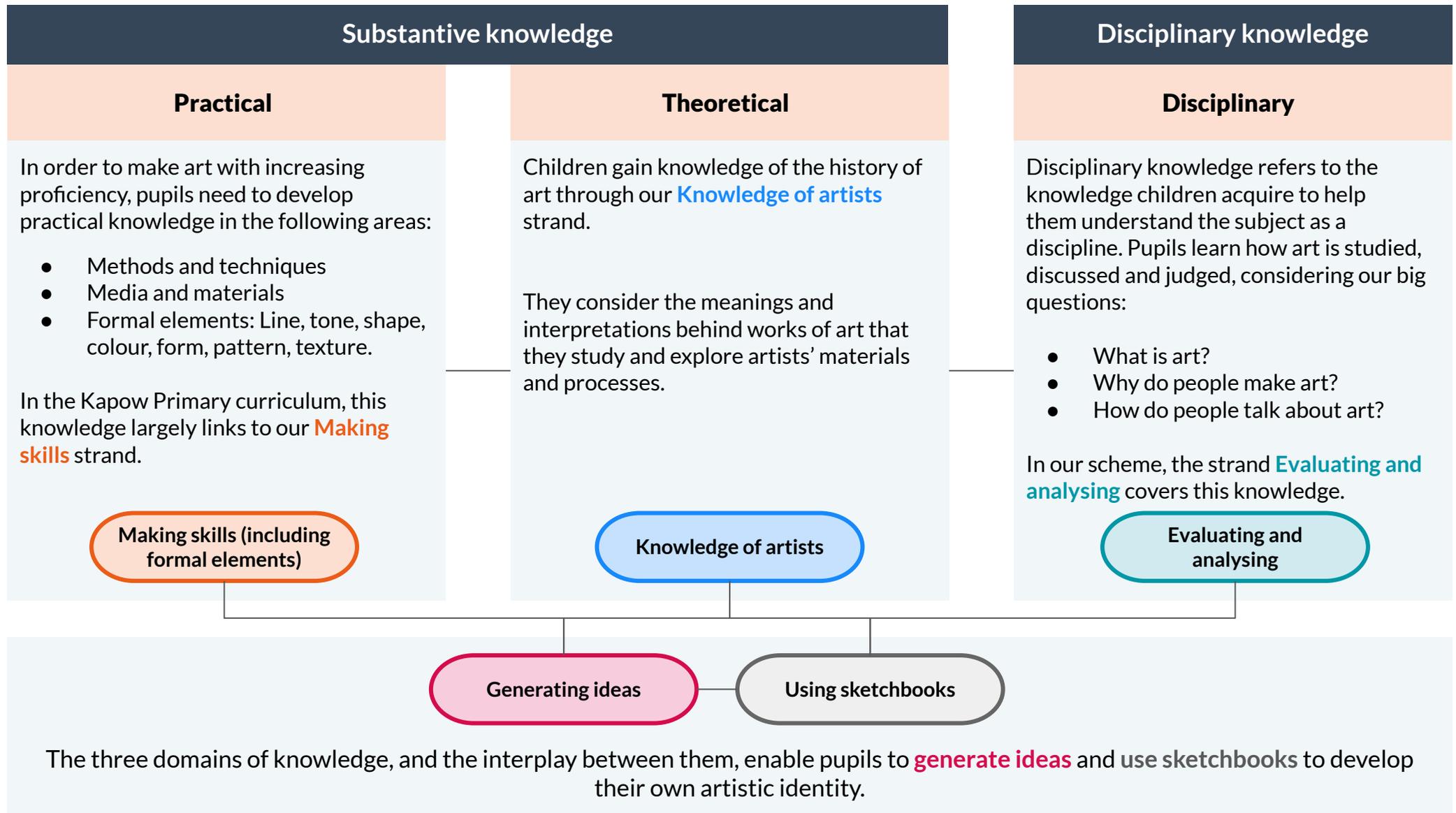
Copyright: While this document can be shared within your school community, please ensure that it is only uploaded to your school website if it is password protected.

How is the Art and design scheme of work organised?



Types of knowledge in Art and design

The [Ofsted research review series: Art and design](#), states that ‘pupils make progress in the art curriculum when they build practical, theoretical and disciplinary knowledge and learn the connections between them.’ This page aims to show how the Kapow curriculum and our strands achieve this.



Using this document

This document aims to show how pupils progress in art by developing practical, theoretical and disciplinary knowledge in the **Making skills**, **Knowledge of artists** and **Evaluating and analysing** strands and how this knowledge underpins the skills, techniques and practices learned in the art curriculum.

Knowledge covered in the year group is shown in grey. For **Making skills**, as there is so much practical knowledge, it has been shown separately for each unit.

The skills, techniques and practices that children become more proficient at as a result of this knowledge are listed below.

	Year 3	Year 4
Materials and processes	Pupils know:	
	<ul style="list-style-type: none"> Artists have different materials available to them depending on when they live in history. Artists can make their own tools. Artists experiment with different tools and materials to create texture. Artists can work in more than one medium. Artist make decisions about how their work will be displayed. 	<ul style="list-style-type: none"> Artists can choose particular materials to communicate a message. Artists choose what to include in a composition, considering both what looks good together and any message they want to communicate. Designers collect visual ideas from a wide range of sources, sometimes collecting these as a mood board. Artists and designers sometimes choose techniques based on the time and money available to them. Artists use drawing to plan ideas for work in different media.
	So that they can:	
	<p>Discuss how artists produced art in the past and understand the influence and impact of their methods and styles on art today, using their own experiences and historical evidence.</p> <p>Understand the limitations of tools and materials and be able to experiment within more than one medium and with tools to create textural effects.</p> <p>Consider how to display art work, understanding how artists consider their viewer and the impact on them.</p>	<p>Use subject vocabulary confidently to describe and compare creative works.</p> <p>Understand how artists use art to convey messages through the choices they make.</p> <p>Work as a professional designer does, by collating ideas to generate a theme.</p>

These skills are taken from the **skills progression** which shows how pupils progress to meet end of key stage attainment targets.



Drawing				
		EYFS: Reception	Year 1	Year 2
		Pupils know how to:		
Methods, techniques, media and materials (Formal elements are shown in brackets)	Mark-making	<ul style="list-style-type: none"> Explore mark-making in different surfaces such as sand, mud playdough and rice with fingers or sticks (Line, Texture). Begin to draw simple closed shapes that could represent objects, e.g. a circle for a face (Line, Shape). 	<ul style="list-style-type: none"> Draw different lines by varying the control and pressure, e.g. straight, wavy, zig zags, broken, lighter, darker, etc (Line, Pattern). Notice 2D shapes within objects and how they can be used to form the 'bones' of a drawing (Shape). Draw and combine geometric shapes (Line, Shape). Identify known shapes (in different sizes and orientations*) in objects, scenes or images they wish to draw (Shape, Line). 	<ul style="list-style-type: none"> Use and describe more complex lines and marks that might begin to reflect texture, e.g. overlapping, varying speed and varying pressure (Line, Texture). Recognise that shapes and marks can be refined rather than accepting the first attempt (Line, Shape). Compose more complex drawings by combining shapes (Shape, Space).
	Shading	<ul style="list-style-type: none"> Describe when colouring is lighter or darker (Tone). 	<ul style="list-style-type: none"> Apply more pressure when drawing or colouring to create a darker tone (Tone). Create an area with a single, consistent tone when colouring/shading (Tone). 	<ul style="list-style-type: none"> Use shading to show light and dark areas (Tone). Use the same tool to colour/shade different tones by adjusting pressure (Tone).
	Spatial awareness	<ul style="list-style-type: none"> Make lines and marks on paper, staying within the boundaries of the page (Space). 	<ul style="list-style-type: none"> Demonstrate a growing spatial awareness to represent the position and size of objects, e.g. grounded trees (Space). 	<ul style="list-style-type: none"> Develop spatial order by recognising objects in proportional relationship to each other, e.g. flowers are smaller than people (Shape, Space).
		So that they can:		
		<i>*See skills progression here</i>		
		Use a range of drawing materials, art application techniques, mixed-media scraps and modelling materials to create child-led art with no set outcome. Begin to develop observational skills (for example, by using mirrors to include the main features of faces)	Develop some control when using a wide range of tools to draw, paint and create crafts and sculptures. Make choices about which materials to use to create an effect. Develop observational skills to look more closely.	Further demonstrate increased control with a greater range of media. Make choices about which materials and techniques to use to create an effect. Develop observational skills to look closely and aim to reflect some of the formal elements of art (colour, pattern, texture, line, shape, form and space) in their work.



Drawing					
		Year 3	Year 4	Year 5	Year 6
Pupils know how to:					
<p>Methods, techniques, media and materials</p> <p>(Formal elements are shown in brackets)</p>	<p>Mark-making</p>	<ul style="list-style-type: none"> Use and apply more complex lines and marks to represent texture, tone, pattern, etc, and describe their qualities, e.g. thick and thin (Line, Texture, Tone, Pattern). Recognise more organic shapes within objects (shape). Attempt to draw 3D forms using line and shape (Line, Form, Shape). 	<ul style="list-style-type: none"> Use lines and marks to represent texture, pattern and light in a creative and expressive way, e.g. using bold, quick lines to depict rough texture or swirling marks to represent swaying grass (Line). Represent geometric 3D shapes more accurately and begin to include organic forms (Line, Shape, Form). Use a more diverse range of marks to convey a subject's form (Line, Tone, Form). Combine lines and marks to create light and dark areas of a drawing (Tone). 	<ul style="list-style-type: none"> Use lines and marks in a creative way that might look more expressive and gestural, e.g. showing the essence of movement or emotion (Line). Capture the essence of a subject through lines and marks rather than precise form, e.g. communicating emotion or emphasising certain elements of a composition (Line). Describe the quality of lines, including identifying the movement conveyed by different lines, e.g. sweeping lines to suggest a flowing motion, sharp to suggest speed (Line). Identify qualities and techniques that resonate and begin to develop personal style and preferences (Line, Shape, Form, Texture, Tone, Pattern). 	<ul style="list-style-type: none"> Explore the expressive qualities of line as part of their iterative process (Line, Shape, Texture). Consider the desired line quality in their artwork and thoughtfully choose materials and techniques to best achieve this effect (Line, Shape, Form, Texture, Tone, Pattern).
		So that they can:		See skills progression here	
		<p>Confidently use of a range of materials and tools, selecting and using these appropriately with more independence.</p> <p>Develop direct observation, for example by using tonal shading and starting to apply an understanding of shape to communicate form:</p>	<p>Demonstrate greater skill and control when drawing and painting to depict forms, such as showing an awareness of proportion and being able to create 3D forms.</p> <p>Use growing knowledge of different materials, combining media for effect.</p> <p>Apply observational skills, showing a greater awareness of composition and demonstrating the beginnings of an individual style.</p>	<p>Work with a range of media with control in different ways to achieve different effects, including experimenting with the techniques used by other artists.</p> <p>Create in a more sustained way, revisiting artwork over time and applying their understanding of tone, texture, line, colour and form.</p>	<p>Create expressively in their own personal style and in response to their choice of stimulus, showing the ability to develop artwork independently.</p> <p>Combine materials and techniques appropriately to fit with ideas.</p>



		Drawing			
		Year 3	Year 4	Year 5	Year 6
		Pupils know how to:			
Methods, techniques, media and materials (Formal elements are shown in brackets)	Shading	<ul style="list-style-type: none"> Place tonal shading by experimenting and recognising how it can help to show that a shape has form (Shape, Form, Tone). 	<ul style="list-style-type: none"> Recognise the impact of light on form (e.g. where it hits 3D objects and where shadows form) (Shape, Form, Tone). Start to depict an object's form with tonal shading, highlighting the presence and absence of light (Form, Tone). Create a gradation effect, smoothly transitioning from light tones, to mid tones, to dark tones (Tone). 	<ul style="list-style-type: none"> Refine tonal shading to show greater graduations in tone (Tone, Form). Blend to smooth transitions in tone (Tone). Use shading techniques such as cross hatching, to create texture as well as depth (Tone, Texture, Form). 	<ul style="list-style-type: none"> Further develop shading techniques by creatively selecting and combining tools and techniques to align with their artistic intentions (Tone, Form, Texture, Pattern).
	Spatial awareness	<ul style="list-style-type: none"> Sketch out an idea or composition using short, fast, light strokes and 2D shapes (Space, Shape, Line). 	<ul style="list-style-type: none"> Sketch to plan the placement of their composition elements for visual effect (Space). Draw more accurately in relative size/proportion (Space). Recognise whether something is in the foreground or background of a composition and how size can show distance (Space). 	<ul style="list-style-type: none"> Use sketching to experiment with ideas, layout and shading. (Space) Consider balance and symmetry / asymmetry in compositions (Space). Start using size to develop a foreground, midground and background in compositions (Space). 	<ul style="list-style-type: none"> Find a point in the distance to draw from (one-point perspective) (Space, Line). Scale drawings up or down while aiming to keep proportion (Space).
		So that they can:			
		See skills progression here			
		<p>Confidently use of a range of materials and tools, selecting and using these appropriately with more independence.</p> <p>Develop direct observation, for example by using tonal shading and starting to apply an understanding of shape to communicate form:</p>	<p>Demonstrate greater skill and control when drawing and painting to depict forms, such as showing an awareness of proportion and being able to create 3D forms.</p> <p>Use growing knowledge of different materials, combining media for effect.</p> <p>Apply observational skills, showing a greater awareness of composition and demonstrating the beginnings of an individual style.</p>	<p>Work with a range of media with control in different ways to achieve different effects, including experimenting with the techniques used by other artists.</p> <p>Create in a more sustained way, revisiting artwork over time and applying their understanding of tone, texture, line, colour and form.</p>	<p>Create expressively in their own personal style and in response to their choice of stimulus, showing the ability to develop artwork independently.</p> <p>Combine materials and techniques appropriately to fit with ideas.</p>



Painting and mixed media

	EYFS: Reception	Year 1	Year 2
--	-----------------	--------	--------

Methods, techniques, media and materials

<p>Pupils know how to:</p>			
<ul style="list-style-type: none"> • Explore paint, using hands as a tool. • Describe colours and textures as they paint. • Explore what happens when paint colours mix. • Make natural painting tools. • Investigate natural materials eg paint, water for painting. • Explore paint textures, for example mixing in other materials or adding water. • Respond to a range of stimuli when painting. • Use paint to express ideas and feelings. • Explore colours, patterns and compositions when combining materials in collage. 	<ul style="list-style-type: none"> • Combine primary coloured materials to make secondary colours. • Mix secondary colours in paint. • Choose suitable sized paint brushes. • Clean a paintbrush to change colours. • Print with objects, applying a suitable layer of paint to the printing surface. • Overlap paint to mix new colours. • Use blowing to create a paint effect. • Make a paint colour darker or lighter (creating shades) in different ways eg. adding water, adding a lighter colour. 	<ul style="list-style-type: none"> • Mix a variety of shades of a secondary colour. • Make choices about amounts of paint to use when mixing a particular colour. • Match colours seen around them. • Create texture using different painting tools. • Make textured paper to use in a collage. • Choose and shape collage materials eg cutting, tearing. • Compose a collage, arranging and overlapping pieces for contrast and effect. • Add painted detail to a collage to enhance/improve it. 	

So that they can:

See skills progression [here](#)

<p>Use a range of drawing materials, art application techniques, mixed-media scraps and modelling materials to create child-led art with no set outcome.</p>	<p>Develop some control when using a wide range of tools to draw, paint and create crafts and sculptures.</p> <p>Make choices about which materials to use to create an effect.</p>	<p>Further demonstrate increased control with a greater range of media.</p> <p>Make choices about which materials and techniques to use to create an effect.</p> <p>Use hands and tools with confidence when cutting, shaping and joining paper, card and malleable materials.</p> <p>Develop observational skills to look closely and aim to reflect some of the formal elements of art (colour, pattern, texture, line, shape, form and space) in their work.</p>
--	---	---



Painting and mixed media

Year 3

Year 4

Year 5

Year 6

Methods, techniques, media and materials

Pupils know how to:

- Use simple shapes to scale up a drawing to make it bigger.
- Make a cave wall surface.
- Paint on a rough surface.
- Make a negative and positive image.
- Create a textured background using charcoal and chalk.
- Use natural objects to make tools to paint with.
- Make natural paints using natural materials.
- Create different textures using different parts of a brush.
- Use colour mixing to make natural colours.

- Mix a tint and a shade by adding black or white.
- Use tints and shades of a colour to create a 3D effect when painting.
- Apply paint using different techniques eg. stippling, dabbing, washing.
- Choose suitable painting tools.
- Arrange objects to create a still life composition.
- Plan a painting by drawing first.
- Organise painting equipment independently, making choices about tools and materials.

- Develop a drawing into a painting.
- Create a drawing using text as lines and tone.
- Experiment with materials and create different backgrounds to draw onto.
- Use a photograph as a starting point for a mixed-media artwork.
- Take an interesting portrait photograph, exploring different angles.
- Adapt an image to create a new one.
- Combine materials to create an effect.
- Choose colours to represent an idea or atmosphere.
- Develop a final composition from sketchbook ideas.

- Use sketchbooks to research and present information.
- Develop ideas into a plan for a final piece.
- Make a personal response to the artwork of another artist.
- Use different methods to analyse artwork such as drama, discussion and questioning.

So that they can:

See skills progression [here](#)

Confidently use of a range of materials and tools, selecting and using these appropriately with more independence.

Develop direct observation, for example by using tonal shading and starting to apply an understanding of shape to communicate form and proportion.

Demonstrate greater skill and control when drawing and painting to depict forms, such as showing an awareness of proportion and being able to create 3D effects.

Apply observational skills, showing a greater awareness of composition and demonstrating the beginnings of an individual style.

Work with a range of media with control in different ways to achieve different effects, including experimenting with the techniques used by other artists.

Combine a wider range of media, eg photography and digital art effects.

Create in a more sustained way, revisiting artwork over time and applying their understanding of tone, texture, line, colour and form.

Create expressively in their own personal style and in response to their choice of stimulus, showing the ability to develop artwork independently.

Combine materials and techniques appropriately to fit with ideas.

Work in a sustained way over several sessions to complete a piece, including working collaboratively on a larger scale and incorporating the formal elements of art.



Sculpture and 3D		
EYFS: Reception	Year 1	Year 2
<p>Methods, techniques, media and materials</p>	<p>Pupils know how to:</p>	
	<ul style="list-style-type: none"> Explore the properties of clay. Use modelling tools to cut and shape soft materials eg. playdough, clay. Select and arrange natural materials to make 3D artworks. Talk about colour, shape and texture and explain their choices. Plan ideas for what they would like to make. Problem-solve and try out solutions when using modelling materials. Develop 3D models by adding colour. 	<ul style="list-style-type: none"> Roll and fold paper. Cut shapes from paper and card. Cut and glue paper to make 3D structures. Decide the best way to glue something. Create a variety of shapes in paper, eg spiral, zig-zag. Make larger structures using newspaper rolls.
	<p>So that they can:</p> <p style="text-align: right;">See skills progression here</p>	
	<p>Use a range of drawing materials, art application techniques, mixed-media scraps and modelling materials to create child-led art with no set outcome.</p> <p>Cut, thread, join and manipulate materials safely, focussing on process over outcome.</p> <p>Begin to develop observational skills (for example, by using mirrors to include the main features of faces.)</p>	<p>Develop some control when using a wide range of tools to draw, paint and create crafts and sculptures.</p> <p>Explore and analyse a wider variety of ways to join and fix materials in place.</p>



Sculpture and 3D

Year 3

Year 4

Year 5

Year 6

Methods, techniques, media and materials

Pupils know

How to:

- Join 2D shapes to make a 3D form.
- Join larger pieces of materials, exploring what gives 3D shapes stability.
- Shape card in different ways eg. rolling, folding and choose the best way to recreate a drawn idea.
- Identify and draw negative spaces.
- Plan a sculpture by drawing.
- Choose materials to scale up an idea.
- Create different joins in card eg. slot, tabs, wrapping.
- Add surface detail to a sculpture using colour or texture.
- Display sculpture.

- How different tools can be used to create different sculptural effects and add details and are suited for different purposes, eg. spoon, paper clips for soap, pliers for wire.

How to:

- Use their arm to draw 3D objects on a large scale.
- Sculpt soap from a drawn design.
- Smooth the surface of soap using water when carving.
- Join wire to make shapes by twisting and looping pieces together.
- Create a neat line in wire by cutting and twisting the end onto the main piece.
- Use a range of materials to make 3D artwork eg. manipulate light to make shadow sculpture, use recycled materials to make 3D artwork.
- Try out different ways to display a 3D piece and choose the most effective.

How to:

- Make an explosion drawing in the style of Cai Guo-Qiang, exploring the effect of different materials.
- Try out ideas on a small scale to assess their effect.
- Use everyday objects to form a sculpture.
- Transform and manipulate ordinary objects into sculpture by wrapping, colouring, covering and joining them.
- Try out ideas for making a sculpture interactive.
- Plan an installation proposal, making choices about light, sound and display.

How to:

- Translate a 2D image into a 3D form.
- Manipulate cardboard to create 3D forms (tearing, cutting, folding, bending, ripping).
- Manipulate cardboard to create different textures.
- Make a cardboard relief sculpture.
- Make visual notes to generate ideas for a final piece.
- Translate ideas into sculptural forms.

So that they can:

See skills progression [here](#)

Confidently use of a range of materials and tools, selecting and using these appropriately with more independence.

Use hands and tools confidently to cut, shape and join materials for a purpose.

Develop direct observation, for example by using tonal shading and starting to apply an understanding of shape to communicate form and proportion.

Use growing knowledge of different materials, combining media for effect.

Use more complex techniques to shape and join materials, such as carving and modelling wire.

Apply observational skills, showing a greater awareness of composition and demonstrating the beginnings of an individual style.

Work with a range of media with control in different ways to achieve different effects, including experimenting with the techniques used by other artists.

Combine a wider range of media, eg photography and digital art effects.

Create in a more sustained way, revisiting artwork over time and applying their understanding of tone, texture, line, colour and form.

Create expressively in their own personal style and in response to their choice of stimulus, showing the ability to develop artwork independently.

Combine materials and techniques appropriately to fit with ideas.

Work in a sustained way over several sessions to complete a piece, including working collaboratively on a larger scale and incorporating the formal elements of art.



Craft and design			
EYFS: Reception		Year 1	Year 2
Methods, techniques, media and materials	Pupils know		
	<p>How to:</p> <ul style="list-style-type: none"> • Explore differences when cutting a variety of materials. • Investigate different ways of cutting eg. straight lines, wavy lines, zig-zags. • Follow lines when cutting. • Experiment with threading objects, holding equipment steady to do so. • Explore techniques for joining paper and card eg stick, clip, tie, tape. • Apply craft skills eg. cutting, threading, folding to make their own artworks. • Design something on paper ready to make in three dimensions. 	<ul style="list-style-type: none"> • What materials can be cut, knotted, threaded or plaited. <p>How to:</p> <ul style="list-style-type: none"> • Wrap objects/shapes with wool. • Measure a length. • Tie a knot, thread and plait. • Make a box loom. • Join using knots. • Weave with paper on a paper loom. • Weave using a combination of materials. 	<p>How to:</p> <ul style="list-style-type: none"> • Draw a map to illustrate a journey. • Choose materials to represent texture, pattern or colour. • Create 3D effects by layering materials. • Choose which parts of their drawn map to represent in their 'stained glass'. • Overlap cellophane/tissue to create new colours. • Draw a design onto a printing polystyrene tile without pushing the pencil right through the surface. • Apply paint or ink using a printing roller. • Smooth a printing tile evenly to transfer an image. • Try out a variety of ideas for adapting prints into 2D or 3D artworks.
	So that they can:		
	<p>Use a range of drawing materials, art application techniques, mixed-media scraps and modelling materials to create child-led art with no set outcome.</p> <p>Cut, thread, join and manipulate materials safely, focussing on process over outcome.</p>	<p>Develop some control when using a wide range of tools to draw, paint and create crafts and sculptures.</p> <p>Explore and analyse a wider variety of ways to join and fix materials in place.</p>	<p>Further demonstrate increased control with a greater range of media.</p> <p>Make choices about which materials and techniques to use to create an effect.</p> <p>Use hands and tools with confidence when cutting, shaping and joining paper, card and malleable materials.</p>

See skills progression [here](#)



Craft and design

Year 3

Year 4

Year 5

Year 6

Pupils know

- That layering materials in opposite directions make the handmade paper stronger.

How to:

- Use a sketchbook to research a subject using different techniques and materials to present ideas.
- Construct a new paper material using paper, water and glue
- Use symbols to reflect both literal and figurative ideas.
- Produce and select an effective final design.
- Make a scroll.
- Make a zine.
- Use a zine to present information.

- That a mood board is a visual collection which aims to convey a general feeling or idea.
- That batik is a traditional fabric decoration technique that uses hot wax.

How to:

- Select imagery and use as inspiration for a design project.
- To know how to make a mood board.
- Recognise a theme and develop colour palettes using selected imagery and drawings.
- Draw small sections of one image to docs on colours and texture.
- Develop observational drawings into shapes and pattern for design.
- Transfer a design using a tracing method.
- Make a repeating pattern tile using cut and torn paper shapes.
- Use glue as an alternative batik technique to create patterns on fabric.
- Use materials, like glue, in different ways depending on the desired effect.
- Paint on fabric.
- Wash fabric to remove glue to finish a decorative fabric piece.

- The steps to make a monoprint.
- When a roller is sufficiently inked.

How to:

- Make an observational drawing of a house.
- Use shapes and measuring as methods to draw accurate proportions.
- Select a small section of a drawing to use as a print design.
- Develop drawings further to use as a design for print.
- Design a building that fits a specific brief.
- Draw an idea in the style of an architect that is annotated to explain key features.
- Draw from different views, such as a front or side elevation.
- Use sketchbooks to research and present information about an artist.
- Interpret an idea in into a design for a structure.

- How different materials can be used to produce photorealistic artwork.
- That macro photography is showing a subject as larger than it is in real life.

How to:

- Create a photomontage.
- Create artwork for a design brief.
- Use a camera or tablet for photography.
- Identify the parts of a camera.
- Take a macro photo, choosing an interesting composition.
- Manipulate a photograph using photo editing tools.
- Use drama and props to recreate imagery.
- Take a portrait photograph.
- Use a grid method to copy a photograph into a drawing.

So that they can:

See skills progression [here](#)

Confidently use of a range of materials and tools, selecting and using these appropriately with more independence.

Use hands and tools confidently to cut, shape and join materials for a purpose.

Use growing knowledge of different materials, combining media for effect.

Use more complex techniques to shape and join materials, such as carving and modelling wire.

Work with a range of media with control in different ways to achieve different effects, including experimenting with the techniques used by other artists.

Create in a more sustained way, revisiting artwork over time and applying their understanding of tone, texture, line, colour and form.

Create expressively in their own personal style and in response to their choice of stimulus, showing the ability to develop artwork independently.

Combine materials and techniques appropriately to fit with ideas.

Methods, techniques, media and materials.



EYFS: Reception

Year 1

Year 2

Pupils know:

<p>Colour</p>	<p>The names of a wide range of colours.</p> <p>Colours can be mixed to make new colours.</p>	<p>The primary colours are red, yellow and blue.</p> <p>Primary colours can be mixed to make secondary colours.</p>	<p>Different amounts of paint and water can be used to mix hues of secondary colours (<i>statement also included under 'Tone'</i>).</p> <p>Colours can be mixed to 'match' real life objects or to create things from your imagination.</p>
<p>Form</p>	<p>Modelling materials can be shaped using hands or tools.</p>	<p>Paper can change from 2D to 3D by folding, rolling and scrunching it.</p> <p>That three dimensional art is called sculpture.</p>	<p>Pieces of clay can be joined using the 'scratch and slip' technique.</p> <p>A clay surface can be decorated by pressing into it or by joining pieces on.</p>
<p>Shape</p>	<p>The names of simple shapes in art.</p>	<p>A range of common shapes so they can identify and use them in their artwork.</p> <p>Paper can be shaped by cutting and folding it.</p>	<p>Collage materials can be shaped to represent shapes in an image.</p> <p>Shapes can be organic (natural) and irregular.</p> <p>Patterns can be made using shapes.</p> <p>Objects can be recreated by identifying and combining basic shapes.</p>
<p>Line</p>	<p>Lines can be curved or straight and described in simple terms such as: wiggly, 'straight,' 'round'.</p>	<p>Using different tools or using the same tool in different ways can create different types of lines.</p>	<p>Lines can be used to fill shapes, to make outlines and to add detail, pattern and texture.</p>



EYFS: Reception

Year 1

Year 2

Pupils know:

Pattern

When they have made a pattern with objects/colours/drawn marks and be able to describe it.

A pattern is a design in which shapes, colours or lines are repeated.

Lines can create patterns like zig zags and wavy lines.

Patterns can be used to create texture.

Texture

Simple terms to describe what something feels like (eg. bumpy).

Different tools, and how they are used, create different types of marks.

Texture means ‘what something feels like’.

Different marks can be used to represent the textures of objects.

Collage materials can be chosen to represent real-life textures.

Collage materials can be overlapped and overlaid to add texture.

Painting tools can create varied textures in paint.

Tone

There are different shades of the same colour and identify colours as ‘light’ or ‘dark’.

There are many different shades (or ‘hues’) of the same colour.

Changing the amount of the primary colours mixed affects the shade of the secondary colour produced.

Changing pressure when drawing can create light and dark tones.

Different amounts of paint and water can be used to mix hues of secondary colours (*statement also included under ‘Colour’*).

Space

They can arrange parts of a familiar subject so their observational artwork looks recognisable.

‘Composition’ means how things are arranged on the page.

Thinking about the relative size of different parts helps their observational artwork look balanced and recognisable.



	Year 3	Year 4	Year 5	Year 6
Pupils know:				
Colour	<p>Using light and dark colours next to each other creates contrast.</p> <p>Paint colours can be mixed using natural substances, and that prehistoric peoples used these paints.</p>	<p>Adding black to a colour creates a shade.</p> <p>Adding white to a colour creates a tint.</p>	<p>Artists use colour to create an atmosphere or to represent feelings in an artwork, for example by using warm or cool colours.</p>	<p>Colours can be symbolic and have meanings that vary according to your culture or background, eg red for danger or for celebration.</p>
Form	<p>Three dimensional forms are either organic (natural) or geometric (mathematical shapes, like a cube).</p> <p>Organic forms can be abstract.</p>	<p>Using lighter and darker tones of a colour help to create 3D effects and show the form of an object. <i>(statement also included under 'Tone')</i>.</p> <p>Simple 3D forms can be made by creating layers, by folding and rolling materials.</p>	<p>The size and scale of three-dimensional artwork changes the effect of the piece.</p>	<p>The surface textures created by different materials can help suggest form in two-dimensional art work.</p>
Shape	<p>Negative shapes show the space around and between objects.</p> <p>Artists can focus on shapes when making abstract art.</p>	<p>How to use basic shapes to form more complex shapes and patterns.</p>	<p>Shapes can be used to place the key elements in a composition and help to create compositions with depth.</p>	<p>Elements such as perspective, depth and abstraction can change how shapes appear in a composition.</p>
Line	<p>Combining more complex lines and marks can represent texture, tones and patterns.</p>	<p>Lines can be lighter or darker, or thicker or thinner to illustrate the form and tone of an object.</p>	<p>Lines can be used by artists to control what the viewer looks at within a composition, eg by using diagonal lines to draw your eye into the centre of a drawing.</p> <p>Lines and marks can be expressive and show movement or emotion.</p>	<p>How line is used beyond drawing and can be applied to other art forms.</p>



	Year 3	Year 4	Year 5	Year 6
Pupils know:				
Pattern	<p>Pattern can be man-made (like a printed wallpaper) or natural (like a giraffe's skin).</p> <p>Patterns can be used to add detail to an artwork.</p>	<p>Patterns can be irregular and change in unexpected ways.</p>	<p>Artists create pattern to add expressive detail to art works, for example Chila Kumari Singh Burman using small everyday objects to add detail to sculptures.</p>	<p>Pattern can be created in many different ways, eg in the rhythm of brushstrokes in a painting (like the work of van Gogh) or in repeated shapes within a composition.</p>
Texture	<p>Texture in an artwork can be real (what the surface actually feels like) or a surface can be made to appear textured.</p>	<p>Complex marks can represent the textures and qualities of different surfaces.</p>	<p>Different marks can be used to suggest real-world textures and movement.</p>	<p>Applying thick layers of paint to a surface is called impasto, and is used by artists such as Claude Monet to describe texture.</p>
Tone	<p>'Tone' in art means 'light and dark'.</p> <p>Some basic rules for shading when drawing, eg shade in one direction, blending tones smoothly and with no gaps.</p> <p>Shading creates different tones in artwork by changing the applied pressure.</p> <p>Shading helps drawn objects look more realistic by giving them form (dimension).</p>	<p>Using lighter and darker tones of a colour can create a 3D effect and show the form of an object. <i>(statement also included under 'Form')</i>.</p> <p>Tone can create contrast between light and dark, adding shadows and highlights to an artwork.</p>	<p>Tone can help show the foreground and background in an artwork.</p> <p>'Blending' means transitioning between tones smoothly.</p>	<p>Variations in tone can enhance composition and create spatial illusion.</p>
Space	<p>Careful observation helps them decide how to place objects and shapes to create a clear composition.</p>	<p>Objects can appear in the foreground or background and size can be used to show distance.</p>	<p>Creating a foreground, middleground and background creates depth, making artwork look like it has space and distance.</p> <p>An art installation is often a room or environment in which the viewer 'experiences' the art all around them.</p>	<p>Scaling is a technique for enlarging or reducing an image while keeping the proportions the same.</p> <p>Using a vanishing point on a horizon can create a sense of distance in their artwork.</p>



	EYFS: Reception	Year 1	Year 2
	Pupils know:		
Meanings	<i>This aspect of the curriculum is child-led; encourage discussion and individual responses to their own and other artworks.</i>	<ul style="list-style-type: none"> Some artists are influenced by things happening around them. 	<ul style="list-style-type: none"> Some artists create art to make people aware of good and bad things happening in the world around them.
Interpretations	<i>This aspect of the curriculum is child-led; encourage discussion and individual responses to their own and other artworks.</i>	<ul style="list-style-type: none"> Sometimes artists concentrate on how they are making something rather than what they make. Artists living in different places at different times can be inspired by similar ideas or stories. 	<ul style="list-style-type: none"> Art can be figurative or abstract.
Materials and processes	<ul style="list-style-type: none"> Artists use modelling materials like clay to recreate things from real life. Artists choose colours to draw or paint with. Artists draw many different things and use different tools to draw with. Sometimes artists are inspired by the seasons. Some art does not last long - it is temporary. Sometimes artists cut and stick photos to make new images. 	<ul style="list-style-type: none"> Artists can use everyday materials that have been thrown away to make art. Artists choose materials that suit what they want to make or draw. 	<ul style="list-style-type: none"> Artists use line and tone to show how people feel. Artists try out different combinations of collage materials to create the effect they want. Artists can use the same material (felt) to make 2D or 3D artworks. Artists and designers can create work to match a set of requirements; a 'brief' or 'commission'.
	So that they can:		
	<p>Enjoy looking at and talking about art.</p> <p>Confidently use of a range of materials and tools, selecting and using these appropriately with more independence.</p>	<p>Describe similarities and differences between practices in Art and design, eg between painting and sculpture, and link these to their own work.</p> <p>Understand how artists choose materials based on their properties in order to achieve certain effects.</p>	<p>See skills progression here</p> <p>Talk about art they have seen using some appropriate subject vocabulary.</p> <p>Create work from a brief, understanding that artists are sometimes commissioned to create art.</p> <p>Create and critique both figurative and abstract art, recognising some of the techniques used.</p> <p>Apply their own understanding of art materials learnt from artist work to begin purposefully choosing materials for a specific effect.</p>



	Year 3	Year 4	Year 5	Year 6
	Pupils know:			
Meanings	<ul style="list-style-type: none"> Art from the past can give us clues about what it was like to live at that time. 	<ul style="list-style-type: none"> Art can communicate powerful statements about right and wrong. 	<ul style="list-style-type: none"> Artists are influenced by what is going on around them; for example culture, politics and technology. Artists 'borrow' ideas and imagery from other times and cultures to create new artworks. How an artwork is interpreted will depend on the life experiences of the person looking at it. 	<ul style="list-style-type: none"> Artists can use symbols in their artwork to convey meaning. Sometimes artists add extra meaning to what they create by working in places where they do not have permission to work.
Interpretations	<ul style="list-style-type: none"> The meanings we take from art made in the past are influenced by our own ideas. 	<ul style="list-style-type: none"> Designers can make beautiful things to try and improve people's everyday lives. How and where art is displayed has an effect on how people interpret it. 	<ul style="list-style-type: none"> Artists use self-portraits to represent important things about themselves. Artists create works that make us question our beliefs. Visual designs can represent big ideas like harmony with nature or peace. 	<ul style="list-style-type: none"> Art can be a form of protest. Artists use art to tell stories about things that are important to them; looking at artworks from the past can reveal thoughts and opinions from that time. Art sometimes creates difficult feelings when we look at it.



	Year 3	Year 4	Year 5	Year 6
	Pupils know:			
Materials and processes	<ul style="list-style-type: none"> Artists have different materials available to them depending on when they live in history. Artists can make their own tools. Artists experiment with different tools and materials to create texture. Artists can work in more than one medium. Artist make decisions about how their work will be displayed. 	<ul style="list-style-type: none"> Artists can choose particular materials to communicate a message. Designers collect visual ideas from a wide range of sources, sometimes collecting these as a mood board. Artists and designers sometimes choose techniques based on the time and money available to them. Artists use drawing to plan ideas for work in different media. 	<ul style="list-style-type: none"> Artists can choose their medium to create a particular effect on the viewer. Artists can combine materials; for example digital imagery with paint or print. Art can be interactive; the viewer becomes part of it, experiencing the artwork with more than one of the senses. 	<ul style="list-style-type: none"> Artists can use materials to respond to a feeling or idea in an abstract way. Artists take risks to try out ideas; this can lead to new techniques being developed. Artists can make work by collecting and combining ready-made objects to create 'assemblage'. Artforms are always evolving as materials and techniques change over time.
	So that they can:			
	<p>Discuss how artists produced art in the past and understand the influence and impact of their methods and styles on art today, using their own experiences and historical evidence.</p> <p>Understand the limitations of tools and materials and be able to experiment within more than one medium and with tools to create textural effects.</p> <p>Consider how to display art work, understanding how artists consider their viewer and the impact on them.</p>	<p>Use subject vocabulary confidently to describe and compare creative works.</p> <p>Understand how artists use art to convey messages through the choices they make.</p> <p>Work as a professional designer does, by collating ideas to generate a theme.</p>	<p>Research and discuss the ideas and approaches of artists across a variety of disciplines, being able to describe how the cultural and historical context may have influenced their creative work.</p> <p>Discuss how artists create work with the intent to create an impact on the viewer.</p> <p>Consider what choices can be made in their own work to impact their viewer.</p>	<p>Describe, interpret and evaluate the work, ideas and processes used by artists across a variety of disciplines, being able to describe how the cultural and historical context may have influenced their creative work.</p> <p>Recognise how artists use materials to respond to feelings and memory and choose materials, imagery, shape and form to create personal pieces.</p> <p>Understand how art forms such as photography and sculpture continually develop over time as artists seek to break new boundaries.</p>

See skills progression [here](#)



Theme	EYFS: Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Nature	Painting and mixed media: Paint my world Seasonal crafts: Autumn wreaths , Suncatchers		Painting and mixed media: Life in colour	Drawing: Developing drawing skills Painting and mixed media: Prehistoric painting	Craft and design: Fabric of nature	Craft and design: Architecture	
Celebration	Seasonal crafts: Salt dough decorations , Egg threading						Sculpture and 3D: Making memories
Sustainability		Craft and design: Woven wonders			Sculpture and 3D: Mega materials		Drawing: Expressing ideas
Identity and self-expression	Drawing: Marvellous marks	Sculpture and 3D: Paper play	Painting and mixed media: Life in colour		Sculpture and 3D: Mega materials	Drawing: Emotion, movement and depth Painting and mixed media: Portraits	Drawing: Expressing ideas Painting and mixed media: Artist study Sculpture and 3D: Making memories
Stories				Painting and mixed media: Prehistoric painting Craft and design: Ancient Egyptian scrolls	Sculpture and 3D: Mega materials	Sculpture and 3D: Interactive installation	Sculpture and 3D: Making memories
Right and wrong					Sculpture and 3D: Mega materials		Drawing: Expressing ideas
Symbols			Craft and design: Map it out	Craft and design: Ancient Egyptian scrolls			Drawing: Expressing ideas



	EYFS: Reception	Year 1	Year 2
What is art?	Pupils know:		
	Art is: Looking, listening, thinking, collaborating, collecting, arranging, choosing, shaping, reacting, changing, joining, cutting, drawing, painting, exploring...	<ul style="list-style-type: none"> • Art is made in different ways. • Art is made by all different kinds of people. • An artist is someone who creates. • Craft is making something creative and useful. 	
Why do people make art?			<ul style="list-style-type: none"> • People use art to tell stories. • People make art about things that are important to them. • People make art to share their feelings. • People make art to explore an idea in different ways. • People make art for fun. • People make art to decorate a space. • People make art to help others understand something.
How do people talk about art?	So that they can:		
	Talk about their artwork, stating what they feel they did well. Say if they like an artwork or not and begin to form opinions by explaining why.	Describe and compare features of their own and others' artwork. Evaluate art with an understanding of how art can be varied and made in different ways and by different people.	Explain their ideas and opinions about their own and others' artwork, beginning to recognise the stories and messages within in and showing an understanding of why they may have made it. Begin to talk about how they could improve their own work. Talk about how art is made.

See skills progression [here](#)



	Year 3	Year 4	Year 5	Year 6
What is art?	Pupils know:			
	<ul style="list-style-type: none"> Artists make art in more than one way. There are no rules about what art must be. Art can be purely decorative or it can have a purpose. 	<ul style="list-style-type: none"> Artists make choices about what, how and where they create art. Art can be all different sizes. Art can be displayed inside or outside. Art is interpreted differently depending on how it is displayed. Artworks can fit more than one genre. 	<ul style="list-style-type: none"> Sometimes people disagree about whether something can be called 'art'. Art doesn't always last for a long time; it can be temporary. Art, craft and design can be functional and affect human environments and experiences. 	<ul style="list-style-type: none"> Art doesn't have to a literal representation of something, it can sometimes be imagined and abstract. Art can represent abstract concepts, like memories and experiences. Art can be a digital art form, like photography.
Why do people make art?	<ul style="list-style-type: none"> People use art to tell stories and communicate. People can make art to express their views or beliefs. People make art for fun, and to make the world a nicer place to be. People use art to help explain or teach things. People make art to explore big ideas, like death or nature. 	<ul style="list-style-type: none"> Art can be created to make money; being an artist is a job for some people. Art, craft and design affects the lives of people who see or use something that has been created. Artists make work to explore right and wrong and to communicate their own beliefs. 	<ul style="list-style-type: none"> People make art to express emotion. People make art to encourage others to question their ideas or beliefs. People make art to portray ideas about identity. People make art to fit in with popular ideas or fashions. 	<ul style="list-style-type: none"> Sometimes people make art to express their views and opinions, which can be political or topical. Sometime people make art to create reactions. People use art as a means to reflect on their unique characteristics.



	Year 3	Year 4	Year 5	Year 6
How do people talk about art?	<p>Pupils know:</p>			
	<ul style="list-style-type: none"> • People can have their own opinions about art, and sometimes disagree. • One artwork can have several meanings. 	<ul style="list-style-type: none"> • Art is influenced by the time and place it was made, and this affects how people interpret it. • Artists may hide messages or meaning in their work. • Artists evaluate what they make and talking about art is one way to do this. 	<ul style="list-style-type: none"> • People can explore and discuss art in different ways, for example, by visiting galleries, by discussing it, by writing about it, by using it as inspiration for their own work or by sharing ideas online. • Some artists become well-known or famous and people tend to talk more about their work because it is familiar. • Talking about plans for artwork, or evaluating finished work, can help improve what artists create. • Comparing artworks can help people understand them better. 	<ul style="list-style-type: none"> • Art can change through new and emerging technologies that challenge people to discuss and appreciate art in a new way. • People can have varying ideas about the value of art. • Art can be analysed and interpreted in lots of ways and can be different for everyone. • Everyone has a unique way of experiencing art.
	<p>So that they can:</p>			
	<p>Confidently explain their ideas and opinions about their own and others' artwork, with an understanding of the breadth of what art can be and that there are many ways to make art.</p> <p>Discuss and begin to interpret meaning and purpose of artwork, understanding how artists can use art to communicate.</p> <p>Begin to carry out a problem-solving process and make changes to improve their work.</p>	<p>Use more complex vocabulary when discussing their own and others' art.</p> <p>Discuss art considering how it can affect the lives of the viewers or users of the piece.</p> <p>Evaluate their work more regularly and independently during the planning and making process.</p>	<p>Discuss the processes used by themselves and by other artists, and describe the particular outcome achieved.</p> <p>Consider how effectively pieces of art express emotion and encourage the viewer to question their own ideas.</p> <p>Use their knowledge of tools, materials and processes to try alternative solutions and make improvements to their work.</p>	<p>Give reasoned evaluations of their own and others' work which takes account of context and intention.</p> <p>Discuss how art is sometimes used to communicate social, political, or environmental views.</p> <p>Explain how art can be created to cause reaction and impact and be able to consider why an artist chooses to use art in this way.</p> <p>Independently use their knowledge of tools, materials and processes to try alternative solutions and make improvements to their work.</p>

See skills progression [here](#)



	EYFS (Reception)	EYFS Framework Children at the expected level of development will:	Year 1	Year 2	National curriculum Pupils should be taught:
Generating ideas	Talk about their ideas and explore different ways to record them using a range of media.	ELG: Speaking <ul style="list-style-type: none"> Participate in small group, class and one-to-one discussions, offering their own ideas, using recently introduced vocabulary. 	Explore their own ideas using a range of media.	Begin to generate ideas from a wider range of stimuli, exploring different media and techniques.	<ul style="list-style-type: none"> 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
Sketch-books	Experiment in an exploratory way.	ELG: Expressive Arts and design: Creating with materials <ul style="list-style-type: none"> Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. 	Use sketchbooks to explore ideas.	Experiment in sketchbooks, using drawing to record ideas. Use sketchbooks to help make decisions about what to try out next.	
Making skills (including Formal elements)	Use a range of drawing materials, art application techniques, mixed-media scraps and modelling materials to create child-led art with no set outcome. Cut, thread, join and manipulate materials safely, focussing on process over outcome. Begin to develop observational skills (for example, by using mirrors to include the main features of faces).	ELG: Expressive Arts and design: Creating with materials <ul style="list-style-type: none"> Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. ELG: Physical development: Fine motor skills: <ul style="list-style-type: none"> Hold a pencil effectively in preparation for fluent writing – using the tripod grip in almost all cases; Use a range of small tools, including scissors, paint brushes and cutlery; Begin to show accuracy and care when drawing. 	Develop some control when using a wide range of tools to draw, paint and create crafts and sculptures. Make choices about which materials to use to create an effect. Explore and analyse a wider variety of ways to join and fix materials in place. Develop observational skills to look closely.	Further demonstrate increased control with a greater range of media. Make choices about which materials and techniques to use to create an effect. Use hands and tools with confidence when cutting, shaping and joining paper, card and malleable materials. Develop observational skills to look closely and aim to reflect some of the formal elements of art (colour, pattern, texture, line, shape, form and space) in their work.	<ul style="list-style-type: none"> To use a range of materials creatively to design and make products. To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space



	EYFS (Reception)	EYFS Framework Children at the expected level of development will:	Year 1	Year 2	National curriculum Pupils should be taught:
Knowledge of artists	<p>Enjoy looking at and talking about art.</p> <p>Recognise that artists create varying types of art and use lots of different types of materials.</p> <p>Recognise that artists can be inspired by many things.</p>	<p>ELG: Speaking</p> <ul style="list-style-type: none"> Participate in small group, class and one-to-one discussions, offering their own ideas, using recently introduced vocabulary. 	<p>Describe similarities and differences between practices in Art and design, eg between painting and sculpture, and link these to their own work.</p> <p>Understand how artists choose materials based on their properties in order to achieve certain effects.</p>	<p>Talk about art they have seen using some appropriate subject vocabulary.</p> <p>Create work from a brief, understanding that artists are sometimes commissioned to create art.</p> <p>Create and critique both figurative and abstract art, recognising some of the techniques used.</p> <p>Apply their own understanding of art materials learnt from artist work to begin purposefully choosing materials for a specific effect.</p>	<ul style="list-style-type: none"> 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.
Evaluating and analysing	<p>Talk about their artwork, stating what they feel they did well.</p> <p>Say if they like an artwork or not and begin to form opinions by explaining why.</p>	<p>ELG: Expressive Arts and design: Creating with materials</p> <ul style="list-style-type: none"> Share their creations, explaining the process they have used. 	<p>Describe and compare features of their own and others' artwork.</p> <p>Evaluate art with an understanding of how art can be varied and made in different ways and by different people.</p>	<p>Explain their ideas and opinions about their own and others' artwork, beginning to recognise the stories and messages within and showing an understanding of why they may have made it.</p> <p>Begin to talk about how they could improve their own work.</p> <p>Talk about how art is made.</p>	

	Year 3	Year 4	Year 5	Year 6	National curriculum Pupils should be taught:
Generating ideas	Generate ideas from a range of stimuli and carry out simple research and evaluation as part of the making process.	Generate ideas from a range of stimuli, using research and evaluation of techniques to develop their ideas and plan more purposefully for an outcome.	Develop ideas more independently from their own research. Explore and record their plans, ideas and evaluations to develop their ideas towards an outcome.	Draw upon their experience of creative work and their research to develop their own starting points for creative outcomes.	<ul style="list-style-type: none"> To create sketch books to record their observations and use them to review and revisit ideas
Sketch-books	Use sketchbooks for a wider range of purposes, for example recording things using drawing and annotations, planning and taking next steps in a making process.	Use sketchbooks purposefully to improve understanding, develop ideas and plan for an outcome.	Confidently use sketchbooks for purposes including recording observations and research, testing materials and working towards an outcome more independently.	Using a systematic and independent approach, research, test and develop ideas and plans using sketchbooks.	
Making skills (including Formal elements)	<p>Confidently use a range of materials and tools, selecting and using these appropriately with more independence.</p> <p>Use hands and tools confidently to cut, shape and join materials for a purpose.</p> <p>Develop direct observation, for example by using tonal shading and starting to apply an understanding of shape to communicate form.</p>	<p>Demonstrate greater skill and control when drawing and painting to depict forms, such as showing an awareness of proportion and being able to create 3D forms.</p> <p>Use growing knowledge of different materials, combining media for effect.</p> <p>Use more complex techniques to shape and join materials, such as carving and modelling wire.</p> <p>Apply observational skills, showing a greater awareness of composition and demonstrating the beginnings of an individual style.</p>	<p>Work with a range of media with control in different ways to achieve different effects, including experimenting with the techniques used by other artists.</p> <p>Combine a wider range of media, eg photography and digital art effects.</p> <p>Create in a more sustained way, revisiting artwork over time and applying their understanding of tone, texture, line, colour and form.</p>	<p>Create expressively in their own personal style and in response to their choice of stimulus, showing the ability to develop artwork independently.</p> <p>Combine materials and techniques appropriately to fit with ideas.</p> <p>Work in a sustained way over several sessions to complete a piece, including working collaboratively on a larger scale and incorporating the formal elements of art.</p>	<ul style="list-style-type: none"> 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] 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.



	Year 3	Year 4	Year 5	Year 6	National curriculum Pupils should be taught:
Knowledge of artists	<p>Discuss how artists produced art in the past and understand the influence and impact of their methods and styles on art today, using their own experiences and historical evidence.</p> <p>Understand the limitations of tools and materials and be able to experiment within more than one medium and with tools to create textural effects.</p> <p>Consider how to display art work, understanding how artists consider their viewer and the impact on them.</p>	<p>Use subject vocabulary confidently to describe and compare creative works.</p> <p>Understand how artists use art to convey messages through the choices they make.</p> <p>Work as a professional designer does, by collating ideas to generate a theme.</p>	<p>Research and discuss the ideas and approaches of artists across a variety of disciplines, being able to describe how the cultural and historical context may have influenced their creative work.</p> <p>Discuss how artists create work with the intent to create an impact on the viewer.</p> <p>Consider what choices can be made in their own work to impact their viewer.</p>	<p>Describe, interpret and evaluate the work, ideas and processes used by artists across a variety of disciplines, being able to describe how the cultural and historical context may have influenced their creative work.</p> <p>Recognise how artists use materials to respond to feelings and memory and choose materials, imagery, shape and form to create personal pieces .</p> <p>Understand how art forms such as photography and sculpture continually develop over time as artists seek to break new boundaries.</p>	<ul style="list-style-type: none"> About great artists, architects and designers in history.
Evaluating and analysing	<p>Confidently explain their ideas and opinions about their own and others' artwork, with an understanding of the breadth of what art can be and that there are many ways to make art.</p> <p>Discuss and begin to interpret meaning and purpose of artwork, understanding how artists can use art to communicate.</p> <p>Begin to carry out a problem-solving process and make changes to improve their work.</p>	<p>Use more complex vocabulary when discussing their own and others' art.</p> <p>Discuss art considering how it can affect the lives of the viewers or users of the piece.</p> <p>Evaluate their work more regularly and independently during the planning and making process.</p>	<p>Discuss the processes used by themselves and by other artists, and describe the particular outcome achieved.</p> <p>Consider how effectively pieces of art express emotion and encourage the viewer to question their own ideas</p> <p>Use their knowledge of tools, materials and processes to try alternative solutions and make improvements to their work.</p>	<p>Give reasoned evaluations of their own and others' work which takes account of context and intention.</p> <p>Discuss how art is sometimes used to communicate social, political, or environmental views.</p> <p>Explain how art can be created to cause reaction and impact and be able to consider why an artist chooses to use art in this way.</p> <p>Independently use their knowledge of tools, materials and processes to try alternative solutions and make improvements to their work.</p>	<ul style="list-style-type: none"> 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. About great artists, architects and designers in history.

This page shows recent updates to this document.

Date	Update
23.03.23	Updated to include more knowledge statements, showing how practical, theoretical and disciplinary knowledge build in our curriculum.
20.04.23	Structure changed to show how the component knowledge statements relate to the skills listed on the skills progression.
25.05.23	Format changed slightly in response to customer feedback - knowledge statements are now greyed. New skills statements added to Knowledge of artists and Evaluating and analysing strands (p.19-29) and a page showing an overview of themes added (p.22)
09.06.23	Formal elements statements updated p.15-18
04.09.24	Updated link. (p.3)
23.04.25	A page added to explain the changes to the new Drawing units and further pages to show upcoming changes to this document which will come into effect on 1st August 2025 (p. 31-42)
01.08.25	Updated to reflect our newly updated Drawing units.
03.10.25	Updated to reflect refreshed Year 2 Craft and design unit (p.14).
28.11.25	Updated the formal elements progression (p. 16-19).
03.03.26	Added curriculum support slide (p.2).