

Art and Design						
0-11 months	8-20 months	16-26 months	22-36 months	30-50 months	40-60 months/ELG	Key Vocabulary
	Enjoys the sensory experience of making marks in damp sand, paste or paint. Holds pen or paint brush using whole hand grasp and makes random marks with different strokes.	Pretends that one object represents another. Notices and is interested in the effects of making movements which leave marks.	Beginning to use representation to communicate e.g. drawing a line and saying, 'that's me'. Beginning to make believe. Experiments with blocks, colours and marks.	Uses available resources to create props to support role play. Captures experiences and responses with a range of media such as music, dance and paint. Understands that they can use lines to enclose a space, and then begin to use these shapes to represent objects. Explores colour and how colour can be changed.	Explores what happens when they mix colours. Understands that different media can be combined to create new effects. Manipulates materials to create a planned effect. Chooses particular colours for a purpose. Represent own ideas, thoughts and feelings through D.T, art, music, dance, role play and stories.	colour names, mix, paint, texture, push, pull, smooth, shiny, rough, prickly, flat, patterned, jagged, bumpy, soft, hard, collage, draw, chalking, lighter, darker COEL links Playing with what they know Maintaining focus on their activity for a period of time Thinking of ideas Finding ways to solve problems Making predictions



Key Stage 1 Progression in Art and Design Skills

Drawing	Painting	Printing	Textiles	3-D	Collage
Experiment with a variety of	Use a variety of tools and	Print with a range of hard and	Match and sort fabrics and	Manipulate malleable materials	Create images from a variety of
media; pencils, rubbers,	techniques including different	soft materials e.g. corks, pen	threads for colour, texture,	in a variety of ways including	media e.g. photocopies
crayons, pastels, felt tips,	brush sizes and types	barrels, sponge	length, size and shape	rolling and kneading	material, fabric, crepe paper,
charcoal, ballpoints, chalk					magazines etc
Control the types of marks	Mix and match colours to	Make simple marks on rollers	Change and modify threads and	Explore sculpture with a range	
made with the range of media	artefacts and objects	and printing palettes	fabrics, knotting, fraying,	of malleable media	Arrange and glue materials to
			fringing, pulling threads,		different backgrounds
Lines and Marks	Work on different scales	Take simple prints i.e. mono -	twisting, plaiting	Manipulate malleable materials	
Name, match and draw		printing		for a purpose, e.g. pot, tile	Sort and group materials for
lines/marks from observations	Experiment with tools and		Cut and shape fabric using		different purposes e.g. colour
Invent new lines	techniques e.g. layering, mixing	Roll printing ink over found	scissors/snips	Understand the safety and	texture
Draw on different surfaces with	media, scrapping through	objects to create patterns e.g.		basic care of materials and	
a range of media		plastic mesh, stencils	Apply shapes with glue or by	tools	Fold, crumple, tear and overlap
	Name different types of paint		stitching		papers
<u>Shape</u>	and their properties	Build repeating patterns and		<u>Form</u>	
Observe and draw shapes from		recognise pattern in the	Apply decoration using beads,	Experiment with constructing	Work on different scales
observations	<u>Colour</u>	environment	buttons, feathers etc	and joining recycled, natural	
Draw shapes in between	Identify primary colours by			and manmade materials	<u>Colour</u>
objects	name	Create simple printing blocks	Create cords and plaits for	Use simple 2-D shapes to	Collect, sort, name match
Invent new shapes	Mix primary shades and tones	with press print	decoration	create a 3-D form	colours appropriate for an
					image
<u>Tone</u>	<u>Texture</u>	Design more repetitive patterns	<u>Colour</u>	<u>Texture</u>	
Investigate tone by drawing	Create textured paint by adding		Apply colour with printing,	Change the surface of a	<u>Shape</u>
light/dark lines, light/dark	sand, plaster	<u>Colour</u>	dipping, fabric crayons	malleable material e.g. build a	Create and arrange shapes
patterns, light/dark shapes		Experiment with overprinting	Create and use dyes i.e. onion	textured tile	appropriately
		motifs and colour	skins, tea, coffee		
<u>Texture</u>					<u>Texture</u>
Investigate textures by		<u>Texture</u>	<u>Texture</u>		Create, select and use textured
describing, naming, rubbing,		Make rubbings to collect	Create fabrics by weaving		paper for an image
copying		textures and patterns	materials i.e. grass through		
			twigs, carrier bags on a bike		
			wheel		



Lower Key Stage 2 Progression in Art and Design Skills

Drawing	Painting	Printing	Textiles	3-D	Collage
Experiment with ways in which	Experiment with	Create printing blocks using a	Use a variety of techniques, e.g.	Plan, design and make models	Experiment with a range of
surface detail can be added to	different effects and	relief or impressed method	printing, dyeing, weaving and	from observation or	collage techniques such as
drawings.	textures inc. blocking in		stitching to create different	imagination	tearing, overlapping and
	colour, washes,	Create repeating patterns	textural effects		layering to create images and
Use sketchbooks to collect and record	thickened paint creating			Join clay adequately and	represent textures
visual information from different	textural effects	Print with two colour overlays	Match the tool to the material	construct a simple base for	
sources.				extending and modelling other	Use collage as a means of
Draw for a sustained period of time at	Work on a range of		Develop skills in stitching,	shapes	collecting ideas and
an appropriate level.	scales e.g. thin brush on		cutting and joining		information and building a
	small picture etc.			Create surface patterns and	visual vocabulary
Lines and Marks			Experiment with paste resist.	textures in a malleable material	
Make marks and lines with a wide	Create different effects				
range of drawing implements e.g.	and textures with paint			Use papier mache to create a	
charcoal, pencil, crayon, chalk pastels,	according to what they			simple 3D object	
pens etc.	need for the task.				
Experiment with different grades of					
pencil and other implements to create	<u>Colour</u>				
lines and marks.	Mix colours and know				
	which primary colours				
Form and Shape	make secondary colours				
Experiment with different grades of	•				
pencil and other implements to draw	Use more specific colour				
different forms and shapes.	language				
Begin to show an awareness of					
objects having a third dimension.	Mix and use tints and				
, ,	shades				
Tone					
Experiment with different grades of					
pencil and other implements to					
achieve variations in tone.					
Apply tone in a drawing in a simple					
way.					
Texture					
Create textures with a wide rage of					
drawing implements.					
Apply a simple use of pattern and					
texture in a drawing.					



Upper Key Stage 2 Progression in Art and Design Skills

Drawing	Painting	Printing	Textiles	3-D	Collage
Work from a variety of sources including	Develop a painting from	Create printing blocks	Use fabrics to create 3D	Shape, form, model and	Add collage to a painted,
observation, photographs and digital images.	a drawing	by simplifying an initial	structures	construct from observation	printed or drawn background
Work in a sustained and independent way to		sketch book idea		or imagination	
create a detailed drawing.	Carry out preliminary		Use different grades of threads		Use a range of media to
Develop close observation skills using a variety of	studies, trying out	Use relief or impressed	and needles	Use recycled, natural and	create collages
view finders.	different media and	method		man-made materials to	
Use a sketchbook to collect and develop ideas.	materials and mixing		Experiment with batik	create sculptures	Use different techniques,
Identify artists who have worked in a similar way to	appropriate colours	Create prints with	techniques		colours and textures etc
their own work.		three overlays		Plan a sculpture through	when designing and making
Lines, Marks, Tone, Form & Texture	Create imaginative work		Experiment with a range of	drawing and other	pieces of work
Use dry media to make different marks, lines,	from a variety of sources	Work into prints with a	media to overlap and layer	preparatory work	
patterns and shapes within a drawing.	e.g. observational	range of media e.g.	creating interesting colours and		Use collage as a means of
	drawing, themes, poetry,	pens, colour pens and	textures and effects	Develop skills in using clay	extending work from initial
Experiment with wet media to make different	music	paints		inc. slabs, coils, slips, etc	ideas
marks, lines, patterns, textures and shapes.					
	<u>Colour</u>			Produce intricate patterns	
Explore colour mixing and blending techniques	Mix and match colours to			and textures in a malleable	
with coloured pencils.	create atmosphere and			media	
· ·	light effects				
Use different techniques for different purposes i.e.					
shading, hatching within their own work.	Be able to identify				
Start to develop their own style using tonal	primary secondary,				
contrast and mixed media.	complementary and				
	contrasting colours				
Perspective and Composition	3 · · · · ·				
Begin to use simple perspective in their work using	Work with				
a single focal point and horizon.	complementary colours				
a single result perint and nemicent	complementary colours				
Begin to develop an awareness of composition,					
scale and proportion in their paintings e.g.					
foreground, middle ground and background.					
is a solution of the second and second out of					
Show an awareness of how paintings are created					
ie. Composition.					

