

NMPS: Progression by year group (Review previously taught skills and layer on new skills introduced in your Year group)

Art	Master Techniques	Develop Ideas	Classic & Modern Greats
EYFS	<p>Pupils explore and use a variety of media and materials through a combination of child initiated and adult directed activities. They have opportunities to learn to:</p> <ul style="list-style-type: none"> ● a- Collage: explore the textures, movement, feel and look of different media and materials ● b - Drawing/painting: respond to a range of media and material, develop their understanding of them in order to manipulate and create different effects ● c - Painting/collage: develop skills to use simple tools and techniques competently and appropriately 	<ul style="list-style-type: none"> ● use different media and materials to express their own ideas ● explore colour and use for a particular purpose ● select appropriate media and techniques and adapt their work 	<ul style="list-style-type: none"> ● begin to explore artists and make comments on their work ● look at different artists and comment opinions
1	<ul style="list-style-type: none"> ● 1a - Drawing: Draw lines of different sizes and thickness; Colour (own work) neatly following the lines ● 1b - Painting: Use thick and thin brushes; Mix primary colours to make secondary colours ● 1c - Collage: Use a combination of materials that are cut, torn and glued; Sort and arrange materials; Mix materials to create texture ● 1d - Printing: Use repeating or overlapping shapes; Mimic print from the environment (e.g. wallpapers); use objects to create prints (e.g. fruit, vegetables or sponges); Press, roll, rub and stamp to make prints 	<ul style="list-style-type: none"> ● 1e - Respond to ideas and starting points ● 1f - Explore ideas and collect visual information ● 1g - Explore different methods and materials as ideas develop 	<ul style="list-style-type: none"> ● 1h - Describe the work of notable artists, artisans and designers ● 1i - Use some of the ideas of artists studied to create pieces
2	<p>Review Y1 skills</p> <ul style="list-style-type: none"> ● 2a - Drawing: Show pattern and texture by adding dots and lines; Show different tone by using coloured pencils ● 2b - Painting: Add white to colours to make tints and black to colours to make tones; Create colour wheels ● 2c - Sculpture: Use a combination of shapes; Include lines and texture; Use rolled up paper, straws, paper, card and clay as materials; Use techniques such as rolling, cutting, moulding and carving ● 2d - Textiles: Use weaving to create a pattern; Join materials using glue and/or a stitch; Use plaiting; Use dip dye techniques ● 2e - Digital Media: Use a wide range of tools to create different textures, lines, colours and shapes 	<p>Review Y1 skills</p> <ul style="list-style-type: none"> ● 2e - Respond to ideas and starting points ● 2f - Explore ideas and collect visual information ● 2g - Explore different methods and materials as ideas develop 	<p>Review Y1 skills</p> <ul style="list-style-type: none"> ● 2h - Describe the work of notable artists, artisans and designers ● 2i - Use some of the ideas of artists studied to create pieces
3	<p>Review Y1-2 skills</p> <ul style="list-style-type: none"> ● 3a - Drawing: Use different hardnesses of pencils to show line, tone and texture; Annotate sketches to explain and elaborate ideas; Sketch lightly (no need to use a rubber to correct mistakes) ● 3b - Painting: Use a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines; Mix colours effectively ● 3c - Collage: Select and arrange materials for a striking effect; Ensure work is precise; use coiling, overlapping, tessellation, mosaic and montage ● 3d - Printing: Use layers of two or more colours; Replicate patterns observed in natural or built environments; Make printing blocks (e.g. from coiled string glued to a block); Make precise repeating patterns 	<ul style="list-style-type: none"> ● 3e - Develop ideas from starting points throughout the curriculum ● 3f - Collect information, sketches and resources ● 3g - Adapt and refine ideas as they progress ● 3h - Explore ideas in a variety of ways ● 3i - Comment on artworks using visual language 	<ul style="list-style-type: none"> ● 3j - Replicate some of the techniques used by notable artists, artisans and designers ● 3k - Create original pieces that are influenced by studies of others
4	<p>Review Y2-3 skills</p> <ul style="list-style-type: none"> ● 4a - Drawing: Use shading to show light and shadow; use hatching and cross-hatching to show tone and texture ● 4b - Painting: Use watercolour paint to produce washes for backgrounds then add detail; Experiment with creating mood with colour ● 4c - Sculpture: Create and combine shapes to create recognisable forms (e.g. shapes made from nets or solid materials); Include texture that conveys feelings, expression or movement; Use clay and other mouldable materials; Add materials to provide interesting detail ● 4d - Textiles: Shape and stitch materials; Use basic cross stitch and back stitch; Colour fabric; Create weavings; Quilt, pad and gather fabric ● 4e - Digital Media: Create images, video and sound recordings and explain why they were created 	<p>Review Y3 skills</p> <ul style="list-style-type: none"> ● 4f - Develop ideas from starting points throughout the curriculum ● 4g - Collect information, sketches and resources ● 4h - Adapt and refine ideas as they progress ● 4i - Explore ideas in a variety of ways ● 3j - Comment on artworks using visual language 	<p>Review Y3 skills</p> <ul style="list-style-type: none"> ● 4k - Replicate some of the techniques used by notable artists, artisans and designers ● 4l - Create original pieces that are influenced by studies of others
5	<p>Review Y3-4 skills</p> <ul style="list-style-type: none"> ● 5a - Drawing: Use a variety of techniques to add interesting effects (e.g. reflections, shadows, direction of sunlight); Use a choice of techniques to depict movement, perspective, shadows and reflection ● 5b - Painting: Sketch (lightly) before painting to combine line and colour; VCreate a colour palette based upon colours observed in the natural or built world; Use the qualities of watercolour and acrylic paints to create visually interesting pieces ● 5c - Collage: Mix textures (rough and smooth, plain and patterned); Combine visual and tactile qualities; Use ceramic mosaic materials and techniques ● 5d - Printing: Build up layers of colours; Create an accurate pattern showing fine detail; Use a range of visual elements to reflect the purpose of the work 	<ul style="list-style-type: none"> ● 5e - Develop and imaginatively extend ideas from starting points throughout the curriculum ● 5f - Collect information, sketches and resources and present ideas imaginatively in a sketchbook ● 5g - Use the qualities of materials to enhance ideas ● 5h - Spot the potential in unexpected results as work progresses ● 5i - Comment on artworks with a fluent grasp of visual language 	<ul style="list-style-type: none"> ● 5j - Give details (including own sketches) about the style of some notable artists, artisans and designers ● 5k - Show how the work of those studied was influential in both society and to other artists ● 5l - Create original pieces that show a range of influences and styles
6	Review Y3-5 skills	Review Y5 skills	Review Y5 skills

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<ul style="list-style-type: none">● 6a - Drawing: Choose a style of drawing suitable for the work (e.g. realistic or impressionistic); Use lines to represent movement● 6b - Painting: Combine colour, tones and tints to enhance the mood of a piece; Use brush techniques and the qualities of paint to create texture; Develop a personal style of painting, drawing upon ideas from other artists● 6c - Sculpture: Show life-like qualities and real-life proportions or, if more abstract, provoke different interpretations; Use tools to carve and add shapes, texture and pattern; Combine visual and tactile qualities; Use frameworks (such as wire or moulds) to provide stability and form● 6d - Textiles: Show precision in techniques; Choose from a range of stitching techniques; Combine previously learned techniques to create pieces● 6e - Digital Media: Enhance digital media by editing (including sound, video, animation, still images and installations)	<ul style="list-style-type: none">● 6f - Develop and imaginatively extend ideas from starting points throughout the curriculum● 6g - Collect information, sketches and resources and present ideas imaginatively in a sketchbook● 6h - Use the qualities of materials to enhance ideas● 6i - Spot the potential in unexpected results as work progresses● 6j - Comment on artworks with a fluent grasp of visual language <ul style="list-style-type: none">● 6k - Give details (including own sketches) about the style of some notable artists, artisans and designers● 6l - Show how the work of those studied was influential in both society and to other artists● 5 m - Create original pieces that show a range of influences and styles
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