

Art & Design Curriculum Progression Map

The national curriculum for art & design aims to ensure that all pupils:			
<ul style="list-style-type: none"> produce creative work, exploring their ideas and recording their experiences become proficient in drawing, painting, sculpture and other art, craft and design techniques 		<ul style="list-style-type: none"> evaluate and analyse creative works using the language of art, craft and design know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms. 	
EYFS	KS1	Lower KS2	Upper KS2
<p>Expressive arts and design Exploring and using media and materials</p> <ul style="list-style-type: none"> experiments with colour design, texture, form and function understand that different media can be combined to create new effects manipulates materials to achieve a planned effect selects appropriate resources and adapts work where necessary <p>Expressive arts and design Being imaginative</p> <ul style="list-style-type: none"> they represent their own ideas, thoughts and feelings through art create simple representations of events, people and objects chooses particular colours to use for a purpose <p>Physical Development Moving and Handling</p> <ul style="list-style-type: none"> uses simple tools to effect changes to materials 	<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 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. 	<ul style="list-style-type: none"> 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. to create sketch books to record their observations and use them to review and revisit ideas about great artists, architects and designers in history. begin to learn how perspectives can be represented in sketching. use different shades which they begin to choose and create themselves to convey meaning through art. compare ideas, methods and approaches in their own and others work and say what they think and feel about them. 	<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] about great artists, architects and designers in history and the impact of their style on other artists and themselves. use sketching effectively to plan what they want to portray through their art. manipulate visual and tactile elements, including colour, pattern and texture, line and tone, shape, form and space. Understand how these elements can be combined for different purposes. become more accurate when using light and tone in still life and landscapes. adapt their work according to their views and describe how they want to develop it further. begin to learn how and design can be used for effects and purpose – for example: costumes.

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