

Downsway Primary Art Progression

	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<p>Drawing (Resource examples) Pencils (HB, 4B, 8B) Charcoal Chalks Pastels- Oil Chalk Colouring pencils Mud & sticks</p>	<p>Begin to use a variety of drawing tools.</p> <p>Use drawings to tell a story. Investigate different lines.</p> <p>Explore different textures.</p> <p>Encourage accurate drawings of people.</p>	<p>Experiment with different materials for none structured mark-making.</p> <p>Draw on different surfaces with a range of media.</p> <p>Use basic shapes and lines to represent observed, imagined and remembered ideas and things.</p> <p>Draw what you see.</p>	<p>Record clearly observable light and dark areas.</p> <p>Draw shapes and lines to represent observations and ideas.</p> <p>Records some detail using lines and shading.</p> <p>Apply pressure to tools to achieve tones.</p> <p>Investigate textures.</p>	<p>Record shapes and lines with some degree of accuracy from observation.</p> <p>Record differences in texture and tone.</p> <p>Work on a sustained drawing.</p> <p>Review and refine drawing.</p>	<p>Draw shapes and lines from observation of familiar objects using correct proportions.</p> <p>Show where objects overlap and create a sense of perspective.</p> <p>Use tone and show a range of tones including shadows.</p> <p>Observe and record details and show different textures.</p> <p>Use a range of different media.</p>	<p>Record more complex shapes and lines from observation, imagination or things remembered.</p> <p>Develop skill of perspective using scale and shading to show perspective and three dimension.</p> <p>Show a broad range of tones including shadows.</p> <p>Record details and show different textures.</p>	<p>Recording a broad range of tones.</p> <p>Use appropriate styles of shading and mark-making for task.</p> <p>Show textures, shapes and lines.</p> <p>Use drawing pencils in a range of values.</p> <p>Show and discuss the use of perspective and depth in drawing using a single focal point and horizon.</p> <p>Work on a sustained piece of work and review and refine to improve.</p>
<p>Artists/Artwork used in art sessions (2023/2024)</p>							

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<p>Painting (Resource examples) Powder paints Poster paint Watercolour paints Acrylic Fabric Brushes different sizes Water pots</p>	<p>Experimenting with and using primary colours.</p> <p>Naming mixing colour.</p> <p>Learn the names of different tools that bring colour.</p> <p>Use a range of tools to make coloured marks on paper.</p>	<p>Hold the brush effectively, according to size of the brush handle.</p> <p>Load paint onto bristles of brush.</p> <p>Rinse brush and remove excess water.</p> <p>Select different brush sizes and shapes for different purposes.</p> <p>Mix primary colours.</p>	<p>Paint and make things seen, remembered or imagined.</p> <p>Stay within drawn lines when using thin brushes.</p> <p>Change water for clean water when needed.</p> <p>Mix using primary colours on own and use own colours in artwork.</p> <p>Work on different scales.</p> <p>Start to learn techniques such as washes.</p>	<p>Set up and clear away painting equipment.</p> <p>Select appropriate brush for task.</p> <p>Use brushmarks and effects fit for purpose.</p> <p>Mix tints and shades of colours and use them in work and develop work on colour-shades/tones.</p> <p>Develop and use painting techniques such as layering and splashing.</p>	<p>Use different painting and brushstroke techniques for effects.</p> <p>Create own colours and use to convey ideas.</p> <p>Select appropriate brush for task and explain why.</p> <p>Work on sustained pieces and review and refine.</p> <p>Develop and use painting techniques such as impasto, wet-on-wet and sgraffito.</p>	<p>Use different brushmarks and strokes for effect.</p> <p>Select appropriate brush for task and use a selection of brushes in one piece of work to different effect.</p> <p>Work on sustained pieces and review and refine.</p> <p>Use colour to express feelings, mood, divide foreground from background or demonstrate tones.</p>	<p>Selecting appropriate brush for task.</p> <p>Mix tint and shades fit for purpose.</p> <p>Use different techniques and brushmarks to create atmospheres and convey ideas from things seen or imagined.</p> <p>Work on sustained pieces and review and refine.</p>
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<p>Collage & 3D (Resource examples) Coloured paper Newspaper Tissue paper Scraps Fabric Scissors Glue Clay Junk modelling Wire Modelling clay Modroc Cardboard</p>	<p>Handling, manipulating and enjoying using materials.</p> <p>Sensory experiences.</p> <p>Simple collages.</p> <p>Simple weaving activities.</p> <p>Constructing, building and destroying.</p> <p>Shape and model.</p>	<p>Draw simple shape and cut around the lines.</p> <p>Cut around corners of basic shapes.</p> <p>Apply glue without waste.</p> <p>Cut basic shapes without pre-drawn lines.</p> <p>Form simple 3D shapes and use tools to attempt joining.</p> <p>Create basic 3D shapes to represent ideas.</p>	<p>Simplify observed shapes and lines which can be easily cut.</p> <p>Make collages by folding, crumpling or tearing materials.</p> <p>Layer shapes in a piece of work to overlap.</p> <p>Cut, form, tear, join and shape a range of materials to create.</p>	<p>Simplify drawings or observed images into shapes ready for collage.</p> <p>Overlap and layer shapes to create interest.</p> <p>Create own shapes and lines to create composition.</p> <p>Form and join 3D shapes to realise a design idea.</p> <p>Use tools to decorate models and create texture and recreate both manmade and natural objects.</p> <p>Develop skills in using clay with control.</p>	<p>Translate more complex images or objects into shapes suitable for collage.</p> <p>Manipulate materials to create textures and tones that have been observed.</p> <p>Cut complex shapes and lines.</p> <p>Plan creating a sculpture using drawings or preparatory work.</p>	<p>Add a collage to a background that is already drawn, printed or painted.</p> <p>Use a variety of techniques when using clay, including slabs, coils and slips.</p> <p>Design and make more complex forms in 3 dimensions using materials.</p>	<p>Layer textures and colours to create interest.</p> <p>Cut complex shapes in various sizes to represent ideas.</p> <p>Realise design ideas in a variety of materials, using a design brief to achieve effect for a particular function.</p> <p>Create well-defined 3D forms using intricate patterns in malleable materials.</p>
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<p>Printing (Resource examples)</p> <p>Hands Vegetables/fruit Other objects Foam tiles Lino Calligrams Carbon printing Relief Press Fabric printing Silkscreen Cold Water Paste</p>	<p>Rubbings of different textures.</p> <p>Print with variety of objects.</p> <p>Print with block colours.</p>	<p>Apply ink or paint to a printing block.</p> <p>Stamp printing block evenly and gently.</p> <p>Know when to reload paint.</p> <p>Print with a range of hard and soft materials.</p>	<p>Apply ink or paint to a printing block.</p> <p>Develop printing techniques- carbon printing and mono printing.</p>	<p>Develop printing techniques- relief printing.</p> <p>Simplify and more complex drawing into lines and shapes for printing purpose.</p> <p>Use a roller to load paint or ink.</p>	<p>Develop new printing techniques such as tie-dye or batik.</p>	<p>Create a printing tile by simplifying an initial sketch book idea with lines and shapes in varied widths and styles.</p> <p>Experiment with using layers and overlays to create new colours/textures in printworks.</p>	<p>Develop new printing techniques such as silkscreen.</p> <p>Convey textures.</p> <p>Layer colours and create multiple prints from one tile using lino/polystyrene tiles/calligrams.</p>
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<p>Digital Art (Resource examples) Camera Photos iPad Apps</p>	<p>Take photographs with a digital camera.</p> <p>Learn to focus & position.</p> <p>Apply filters to the results.</p> <p>Use simple art apps on the iPads</p>	<p>Take photos with digital cameras- frame the shot to capture the detail.</p> <p>Use simple software to edit and manipulate photos.</p> <p>Use an art program, experimenting with simple tools and using predefined shapes, motifs and stamps.</p>	<p>Edit photos using simple software for cropping.</p> <p>Learn painting software to edit and manipulate photos to create more complex images.</p> <p>Can print image created.</p> <p>Can open and use an art program, selecting simple tools to make lines, shapes and pour colours using predefined shapes, motifs and stamps.</p>	<p>Can change the camera settings such as flash, to best capture an image in low light conditions</p> <p>Use a painting program to make an image corresponding to their work in other art media.</p>	<p>Can plan the use of a camera to take a specific photo or set of photos.</p> <p>Can use a digital camera and combine a photo with drawing in a paint program.</p>	<p>Can plan, take and digitally process photographs for a creative purpose, working as part of a group.</p> <p>Can use a digital camera to capture objects to be cut and pasted into another image to create a digital collage.</p>	<p>Can plan and take photographs to provide content to be cut and pasted / superimposed into other photographic images.</p> <p>Can create virtual work of art using digital photography and an art program to insert one selected component into a photographic setting.</p>
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