
	<div>St John's RC Primary School, Burnley</div> <div>Whole School Progression Grid</div> <div>Art and Design</div>						
	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
<div><div>Development Matters -Expressive Arts and Design</div><ul style="list-style-type: none">Explore, use and refine a variety of artistic effects to express their ideas and feelings.Return to and build on their previous learning, refining ideas and developing their ability to represent them.Create collaboratively, sharing ideas, resources and skills.</div>		<div><div>NC programmes of study – KS1 Pupils should be taught to:</div><ol style="list-style-type: none">to use a range of materials creatively to design and make productsto 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 spaceabout 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</div>		<div><div>NC programmes of study – KS2 Pupils should be taught:</div><ol style="list-style-type: none">to create sketch books to record their observations and use them to review and revisit ideasto 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</div>			
<div><div>NC aim:</div><div>1. produce creative work, exploring their ideas and recording their experiences</div></div>		<div><div>1. Explore and record own ideas through painting, drawing, sculpture, in response to first-hand observations, e.g. real objects, pictures, artefacts, and experiences.</div><div>2. Talk about their ideas and the choices they have made, e.g. chosen tools, media, materials.</div><div>3. Begin to work creatively e.g. with a range of media on different scales.</div></div>	<div><div>1. Develop and record own ideas through painting, drawing, sculpture in response to first-hand observations, e.g. real objects, photographs, artefacts, and experiences.</div><div>2. Talk about and answer questions about the starting point, and choices they have made, e.g. chosen tools, media, materials.</div><div>3. Show confidence in working creatively e.g. with a range of media on different scales.</div></div>	<div><div>1. Choose own starting point from a range of ideas e.g. a visit to an art gallery, an artefact, digital images, experiences.</div><div>2. Begin to record thoughts and experiences in an art journal.</div><div>3. Explain the reasons for their ideas and discuss and answer questions about how their ideas have developed.</div><div>4. Show confidence and independence when working creatively e.g. with a range of media on different scales.</div></div>	<div><div>1. Investigate different starting points for their work and choose which idea to develop further.</div><div>2. Record thoughts and experiences in an art journal and begin to annotate these.</div><div>3. Explain how they are developing their ideas as they work, and are beginning to use language appropriate to the chosen style of art.</div><div>4. Use creative thinking to begin to adapt an initial idea, e.g. experiment with alternative colour palette.</div></div>	<div><div>1. Investigate a range of starting points for their work and choose which idea to develop further.</div><div>2. Record thoughts and experiences in an art journal and annotate these in order to aid the development of their ideas.</div><div>3. Explain how they are developing their ideas as they work and use language appropriate to the chosen art form.</div><div>4. Use creative thinking to adapt an initial idea, e.g. experiment with alternative media.</div></div>	<div><div>1. Independently investigate a range of starting points for their work, and confidently develop their ideas further.</div><div>2. Record thoughts and experiences in an art journal, and review and revisit these ideas as their work develops.</div><div>3. Confidently work creatively, adapting ideas, and taking risks when choosing tools, materials and media.</div><div>4. Confidently use language appropriate to the chosen art form, to help them to explain their ideas.</div></div>

NC aim: 2. become proficient in drawing, painting, sculpture and other art, craft and design techniques.		1. Begin to use drawing, painting, sculpture and other art, craft and design techniques to explore the use of line, texture, colour, shape to create different effects, e.g. to apply acrylic paint thickly to add texture. 2. Begin to demonstrate control of given tools and materials to create a desired effect, e.g. change the size of brushes in a simple graphics package.	1. Confidently use drawing, painting, sculpture and other art, craft and design techniques to explore the use of line, texture, colour, shape to create different effects, e.g. cross hatching with felt tip pens. 2. Begin to demonstrate control of tools and materials of their choice to create a desired effect, e.g. select, cut and shape faux fur fabric for a tiger hand puppet.	1. Begin to use learnt techniques in drawing, painting, sculpture and other art, craft and design in different contexts, e.g. work on different scales both independently and collaboratively. 2. Demonstrate control of chosen tools and materials to create a desired effect, e.g. carve a design into a printing block.	1. Use learnt techniques in drawing, painting, sculpture and other art, craft and design in different contexts and with a variety of materials, e.g. use knowledge of weaving to create a willow sculpture. 2. Demonstrate control of a range of tools and materials to create desired effects, e.g. when drawing use different grades of pencil to create variations in tone.	1. Use knowledge of drawing, painting, sculpture and other art, craft and design techniques to work creatively e.g. adapting the style of an artist to create their own effect. 2. Work confidently with a wide range of tools and materials to create different effects, e.g. use a graphics package to manipulate an image by applying a filter.	1. Use knowledge of drawing, painting, sculpture and other art, craft and design techniques, imaginatively to create their own style, e.g. use spray paint on canvas. 2. Develop own style when working with a wide range of tools and materials, e.g. working into prints using their own choice of media such as pens, ballpoint pens, paints.
NC aim: 3. evaluate and analyse creative works using the language of art, craft and design		1. Describe some of the art and design techniques they are using in their work, e.g. painting, collage, printing, drawing and sculpture. 2. Talk about the features they like in their own work and in the work of others. 3. Talk about what they might change in their own work	1. Talk about the techniques, materials and equipment used in their work and the work of others, e.g. 'I have used a cotton bud to add dots'. 2. Describe what they like about their own work and the work of others using appropriate language e.g. 'I like the way a fine tip brush is used to add detail'. 3. Adapt and make changes to work and the tools used as it develops. 4. Describe how they have changed and adapted their work for a specific purpose, e.g. use of specific tools to create more texture.	1. Compare ideas, methods and approaches in their own and others' work, e.g. talk about the features they like in a piece of artwork. 2. Use art journals to adapt their work as their ideas develop and discuss this with others.	1. Compare ideas, methods and approaches in their own and others' work, e.g. talk about the features they like and the changes they would make to a piece of artwork. 2. Use art journals to adapt their work as their ideas develop; make annotations in their books to describe how they might develop their work further.	1. Use appropriate language when comparing ideas, methods and approaches in their own and others' work. 2. Describe what they think and feel about their own and others' work and how this might influence their designs. 3. Use art journals to evaluate and adapt their work as their ideas develop; make annotations in their books to show their ongoing evaluations and how they might develop their work further.	1. Use language specific to a range of techniques to identify effective and ineffective features and use this to inform and evaluate their own work. 2. Use sketch book / ideas journal to adapt and critically evaluate their work as their ideas develop. 3. Use annotations to reflect their critical evaluations and development of ideas. 4. Reflect on the ways in which their imaginative work has developed from a range of starting points.
NC aim: 4. know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms.		1. Describe what they think and feel about the work of a chosen artist, craft maker or designer. 2. Begin to talk about the style of a chosen	1. Recognise the styles of artists, craft makers or designers and use this to inform their own work. 2. Talk about the similarities and differences between	1. Discuss the styles of artists, craft makers or designers and use this to inform their own work. 2. Begin to understand the historical and/or cultural significance of a chosen artist /art form.	1. Discuss and analyse the styles of artists, craft makers or designers and use this to inform their own work. 2. Understand the historical and / or cultural significance of	1. Critically analyse the styles of artists, craft makers or designers and use this to inform their own work. 2. Understand how a chosen artist or art	1. Critically analyse the styles of a range of artists, craft makers or designers and use this to inform their own work. 2. Explain how a chosen artist or art form has contributed to the culture and /or history of a specific nation.

		artist, craft maker or designer.	different artists, craft makers or designers.		the work of a chosen artist / art form.	form has contributed to the culture and / or history of a specific nation.	
Skills progression created for our school using the following: NC for Art and Design; LPDS (Lancashire Professional Development Service) planning and assessment materials.							