

Art Progression	Pre-School	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Drawing	<p>Expressive Arts and Design:</p> <ul style="list-style-type: none"> - Explore different materials freely, to develop their ideas about how to use them and what to make. - Develop their own ideas and then decide which materials to use to express them. - Join different materials and explore different textures. - Create closed shapes with continuous lines and begin to use these shapes to represent objects. 	<p>Skills progression:</p> <ul style="list-style-type: none"> • Draw self-portraits using simple shapes • Begin observational drawing (wildlife) • Show increasing control 	<p>Skills progression:</p> <ul style="list-style-type: none"> • Observational flower drawing • Use viewfinder • Introduce tonal shading • Explore HB pencils 	<p>Skills progression:</p> <ul style="list-style-type: none"> • Charcoal mark making • Draw shadows from light source • Create 3D effect using tone 	<p>Skills progression:</p> <ul style="list-style-type: none"> • Controlled line types • Geometric & organic shapes • Pattern within shape <p>Elements of Art</p>	<p>Skills progression:</p> <ul style="list-style-type: none"> • One-point perspective • Horizon line & vanishing point • Balanced composition <p>Artist: Eric Joyner (Robots and donuts)</p>	<p>Skills progression:</p> <ul style="list-style-type: none"> • Foreground/midground/background • Observational jungle studies • Textural sketching • Abstract shapes <p>Artists: Rousseau (jungle), Peter Thorpe (Space)</p>	<p>Skills progression:</p> <ul style="list-style-type: none"> • Loomis facial proportions • Cross-hatching • Directional shading • Symmetry & structure <p>Style: Loomis Technique</p>
Painting	<ul style="list-style-type: none"> - Draw with increasing complexity and detail, such as representing a face with a circle and including details. - Use drawing to represent ideas like movement or loud noises. - Explore colour and colour mixing. - Show different emotions in their drawings - happiness, sadness, fear, etc 	<p>Skills progression:</p> <ul style="list-style-type: none"> • Mix primary colours • Explore shades 	<p>Skills progression:</p> <ul style="list-style-type: none"> • Controlled brush strokes • Simple tone 	N/A	<p>Skills progression:</p> <ul style="list-style-type: none"> • Oil pastel layering • Patterned backgrounds <p>Artist: Hundertwasser (achitecture)</p>	<p>Skills progression:</p> <ul style="list-style-type: none"> • Colour wheel mastery • Tints & shades • Complementary colour <p>Artist: Hokusai (Great Wave)</p>	<p>Skills progression:</p> <ul style="list-style-type: none"> • Texture techniques (stipple, dab, scrape) • Depth through blending, layering and creating texture • Bold, contrasting colour combinations <p>Artists: Rousseau (jungle), Peter Thorpe (Space)</p>	<p>Skills progression:</p> <ul style="list-style-type: none"> • Wet-on-wet / wet-on-dry • Tonal gradients • Negative space <p>Artist: Jen Aranyi (watercolour landscapes)</p>
Sculpture	<p>Activities:</p> <ul style="list-style-type: none"> • Making marks that have meanings. • Create closed shapes with continuous lines, and begin to use these shapes to represent objects. • Explore colour and colour mixing. • Printing (animal prints). • Explore animal skins/patterns . • Cutting and sticking. • Draw with increasing complexity and detail, such as representing a face with a circle and including details. • Age paper. 	<p>Skills progression:</p> <ul style="list-style-type: none"> • Paper mache over balloon • Basic structure covering 	<p>Skills progression:</p> <ul style="list-style-type: none"> • Rolling & shaping • Add texture • Join forms <p>Animal Sculptures</p>	<p>Skills progression:</p> <ul style="list-style-type: none"> • Bend wire • Assemble structures • Freestanding form <p>Plants Sculpture</p>	<p>Skills progression:</p> <ul style="list-style-type: none"> • Build armature (tube base) • Mod roc/papier mache layering • Surface decoration <p>Canopic Jar Sculpture</p>	<p>Skills progression:</p> <ul style="list-style-type: none"> • Relief & tessera placement • Structured build process <p>Roman-style Mosaics</p>	<p>Skills progression:</p> <ul style="list-style-type: none"> • Clay modelling, shaping, intricate details • Geometric patterns and interlocking shapes. <p>Anglo-Saxon Brooches</p>	<p>Skills progression:</p> <ul style="list-style-type: none"> • Construct armature (pipe cleaners) • Balance structure • Transfer 2D to 3D <p>Keith Haring Sculpture</p>
Print-making	<p>Note: Some aspects of their learning is child-led, linked to their specific interests - teachers skillfully weave in the content around these interests.</p>	N/A	<p>Skills progression:</p> <ul style="list-style-type: none"> - Collagraph printing - Texture plates - Reverse image awareness <p>Townscape planning</p>	<p>Skills progression:</p> <ul style="list-style-type: none"> - Monoprinting - Brayer control - Layering <p>African Fabric Weaving</p>	N/A	<p>Skills progression:</p> <ul style="list-style-type: none"> - Mosaic surface construction (print-related relief thinking) <p>Roman-style Mosaics</p>	N/A	N/A