Progression of skills - Art and Design

	Pre-Encounter	Encounter	Engage	Participate	Foundation	Developing	Assured	Example
Drawing Pencil, charcoal, inks, chalk, pastels, ICT software	 Explores and experiments with a range of drawing materials through sensory exploration Knows that their movements can make marks and shows an interest in the effects Begins to draw representations to communicate (these may not always be visually similar to the thing they represent) 	 Begin to use a variety of drawing tools on a variety of surfaces Gives meaning to marks they make as they draw Investigate different lines Explore different textures Encourage accurate drawings of people 	 Extend the variety of drawings tools and control marks made Explore different textures Observe and draw landscapes Observe patterns Observe natomy (faces, limbs) 	 Experiment with tools and surfaces Draw a way of recording experiences and feelings Discuss use of shadows, use of light and dark Sketch to make quick records 	 Experiment with the potential of various pencils Close observation Draw both the positive and negative shapes Initial sketches as a preparation for painting Accurate drawings of people- particularly faces 	Identify and draw the effect of light Scale and proportion Accurate drawings of whole people including proportion and placement Work on a variety of scales Computer generated drawings	 Effect of light on objects and people from different directions Interpret the texture of a surface Produce increasingly accurate drawings of people Concept of perspective 	Artist o Van Gogh o Lowry o Da Vinci
Colour Painting, ink, dye, textiles, pencils, crayon, pastels	 Explores and experiments with a range colours through sensory exploration using a variety of resources Chooses particular colours for a purpose Experiments with changing colours in different ways 	 Experimenting with and using primary colours Naming Mixing (not formal) Learn the names of different tools that bring colour Use a range of tools to make coloured marks on paper Give meaning to marks as they paint 	 Name all colours Mixing of colours Find collections of colour Applying colour with a range of tools 	 Begin to describe colours by objects Make as many tones of one colour as possible (using white) Darken colours without using black Using colour on a large scale 	 Colour mixing Make colour wheels Introduce different types of brushes Techniques – apply colour using dotting, scratching, splashing 	 Colour mixing and matching; tint, tone, shade Observe colours Suitable equipment for the task Colour to reflect mood 	 Hue, tint, tone, shades and mood Explore the use of texture in colour Colour for purposes Colour to express feelings 	 Piet Mondrian Claude Monet David Hockney Joan Miro
Texture Textiles, clay, sand, plaster, stone	Explores and experiments with a range of textures through sensory exploration Notices a difference in different textures, responding differently to them. Experiments to create different texture	Handling, manipulating and enjoying using materials Intentionally combines different materials to create a new effect Simple collages Simple weaving	 Weaving Collage Sort according to specific qualities How textiles create things 	Overlapping and overlaying to create effects Use large eyed needles- running stitches Simple applique work Start to explore other simple stitches Collage	 Use smaller eyed needles and finer threads Weaving Tie dying, batik 	Use a wider variety of stitches Observation and design of textural art Experimenting with creating mood, feeling, movement Compare different fabrics	Use stories, music, poems as stimuli Select and use materials Embellish work Fabric making Artist using textiles Work collaboratively on a larger scale	o Pollack o Gustav Klint
Form 3D work, clay, dough, boxes, wire, paper sculpture, mod roc	 Explores and experiments with a range of construction materials through sensory exploration Stacks blocks horizontally and vertically Begin to shape and join materials 	 Intentionally handle, feel, enjoy and manipulate materials Constructing Building and destroying Shape and model 	 Construct Use materials to make known objects for a purpose Carve Pinch and roll coils and slabs using a modelling media Make simple joins Work safely with materials and tools 	Awareness of natural and man-made forms Expression of personal experiences and ideas To shape and form from direct observation (malleable and ridged materials) Decorative techniques Replicate patterns and textures in a 3D form Work and that of other sculptors.	Shape, form and model and construct (malleable and ridged materials) Plan and develop understanding of different adhesives and methods of construction aesthetics	 Plan and develop Experience surface patterns/ textures Discuss own work and work of other sculptors Analyse and interpret natural and manmade forms of construction 	 Plan and develop ideas Shape, form, model and join Observation or imagination Properties of media Discuss and evaluate own work and that of other sculptors 	o Henry Moore O Andy Goldswort hy
Printing Found materials, fruit/ veg, wood blocks, press print, line, string	 Explores and experiments with a range of printing materials through sensory exploration Chooses a material to print with Intentionally presses down/ places down an object to produce a print 	Rubbings Print with variety of objects Print with block colours	Create patterns Develop impressed images Relief printing	 Print with a growing range of objects Identify the different forms printing takes 	Relief and impressed printing Recording textures/ patterns Monoprinting Colour mixing through overlapping colour prints	 Use sketchbook for recording textures/ patterns Interpret environmental and manmade patterns Modify and adapt print 	Combining prints Design prints Design prints Discuss and evaluate own work and that of others Screen printing	 Dan Mather Andy Warhol
Pattern Paint, pencil, textiles, clay, printing	 Explores and experiments with pattern through a range of materials and sensory exploration Use a range of materials to create a simple pattern 	 Repeating patterns Irregular painting patterns Simple symmetry 	 Awareness and discussion of patterns Repeating patterns Symmetry 	 Experiment by arranging, folding, repeating, overlapping, regular, and irregular patterning Natural and manmade patterns Discuss regular and irregular 	Pattern in the environment Design Using ICT Make patterns on a range of surfaces Symmetry	 Explore environmental and manmade patterns tessellation 	 Create own abstract pattern to reflect personal experiences and expression Create pattern for purpose 	 Bridget Riley William Morris Paul Klee Joan Miro Emily Feaver