

Progression in Art & Design

National Curriculum Objective		Milestone 1 (By end of YR)	Milestone 2 (By end of Y2)	Milestone 3 (By end of Y4)
To develop ideas		Talk about their work, sharing their creations.	Respond to ideas and starting points.	Develop ideas from starting points throughout the curriculum.
		Talk through the processes they have used	Explore ideas and collect visual information.	Collect information, sketches and resources.
		Reflect on their work and make modifications or improvements	Explore different methods and materials as ideas develop	Adapt and refine ideas as they progress.
				Explore ideas in a variety of ways.
To master techniques	Painting	Know how to hold and use a paint brush with some control. Experiment with variety of sizes of brushes.	Use thick and thin brushes.	Use a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines.
		Explore colour mixing	Mix primary colours to make secondary.	Mix colours effectively.
		Know that colour can be changed	Add white to colours to make tints and black to colours to make tones.	Use watercolour paint to produce washes for backgrounds then add detail.
		Paint using a variety of materials indoors and outside.	Create colour wheels.	Experiment with creating mood with colour.
	Collage	Experiment with a variety of materials and adhesives	Use a combination of materials that are cut, torn and glued.	Select and arrange materials for a striking effect.
		Select materials for a purpose	Sort and arrange materials	Ensure work is precise.
		Understand materials can be combined to create effect	Mix materials to create texture.	Use coiling, overlapping, tessellation, mosaic and montage.
	Sculpture	Build with a range of natural materials indoors and outside	Use a combination of shapes.	Create and combine shapes to create recognisable forms (e.g. shapes made from nets or solid materials).
		Use clay and sand to a planned effect	Include lines and texture.	Include texture that conveys feelings, expression or movement.
		Experiment with a variety of materials	Use rolled up paper, straws, paper, card and clay as materials.	Use clay and other mouldable materials.
		Use a variety of implements (rolling pins, cutters, knives, clay tools) safely	Use techniques such as rolling, cutting, moulding and carving.	Add materials to provide interesting detail.
	Drawing	Hold a pencil correctly and use it with	Draw lines of different sizes and	Use pencils of different degrees of

		control	thickness.	hardness to show line, tone and texture.
		Select colours for a purpose	Colour (own work) neatly following the lines.	Annotate sketches to explain and elaborate ideas.
		Draw with a variety of media and explore the effects - chalks, felt pens, crayons, pastels, charcoal, fine liner pens and markers	Show pattern and texture by adding dots and lines.	Sketch lightly (no need to use a rubber to correct mistakes).
			Show different tones by using coloured pencils.	Use shading to show light and shadow.
				Use hatching and cross hatching to show tone and texture.
	Print	Understand what it means to 'print' in art.	Use repeating or overlapping shapes.	Use layers of two or more colours.
		Print with a variety of materials including natural, made and recycled objects.	Mimic print from the environment (e.g. wallpapers).	Replicate patterns observed in natural or built environments.
			Use objects to create prints (e.g. fruit, vegetables or sponges).	Make printing blocks (e.g. from coiled string glued to a block).
		Make own printing stamps from clay	Press, roll, rub and stamp to make prints.	Make precise repeating patterns.
	Textiles	Collage with a fabric	Use weaving to create a pattern.	Shape and stitch materials.
		Experiment with a variety of adhesives on fabric	Join materials using glue and/or a stitch.	Use basic cross stitch and back stitch.
		Experiment with tie dyeing	Use plaiting.	Colour fabric.
		Experiment with natural flower dyes	Use dip-dye techniques.	Create weavings.
		Create large scale weaving outside		Quilt, pad and gather fabric
	Digital media	Use an ipad to take photos to be used to inspire art work / painting	Use a wide range of tools to create different textures, lines, tones, colours and shapes	Create images, video and sound recordings and explain why they were created.
To take inspiration from the greats (classic and modern)		Understand the term 'Artist'.	Describe the work of notable artists, artisans and designers.	Replicate some of the techniques used by notable artists, artisans and designers.
		Look at the work of artists	Use some of the ideas of artists studied to create pieces.	Create original pieces that are influenced by studies of others.
		Produce art work inspired by artists work		