Art Progression of Skills EYFS and KS1

KS1 Areas of study

To use a range of materials creatively to design and make products.

To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.

I To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, from and space.

About the work of a range of artists, craft marker and designers, describing the differences and disciplines and making links to their own work.

Key Units of Study

EYFS		Exploring and	Year 1	Year 2
Moving and Handling.		developing ideas. (on	Explore and generate ideas from hands-on experience.	Record and explore ideas f
<u>22- 36 Months</u>		going)	Begin to record simple media explorations.	imagination.
It o beginning to use three fingers to holding writing tools.		0 0/		I Look at a variety of sources
<u>30-50 Months</u>				
To be able to draw lines and circles using gross motor movements.				
To use one handed tools and equipment.				
To hold pencil between thumb and two fingers.				
² Holds pencil near point between first two fingers and thumb and uses it will goo	od control.	Evaluating and	Enjoy listening to others ideas in a small group.	Reflect upon successes and
<u>40 - 60 Months</u>				· ·
 Uses simple tools to effect and change materials. 		developing work.	I Talk together about what they enjoyed doing or what they like about their	Discuss similarities and diff
Handles tools, objects, construction and malleable materials safely with control.		(on going)	work.	and designers, making links t
2Uses and holds a pencil effectively				Explain how a piece of art i
ELG Children show good control and co-ordination in large and small movements. Th				
confidently in a range of ways, safely negotiating space. They handle equipment a		Drawing	Explore mark making in a variety of ways including pencils, pens, chalk and	I Continue to further develo
effectively, including pencils for writing.		Drawing		or mark made.
enectively, including pencils for writing.			crayon.	
The World			Begin to control the type of marks made with these on different surfaces.	☑ Use a variety of stimuli to s
30-50 Months			Use these to make different lines, shapes and patterns.	Begin to investigate tone b
2To talk about some of the things they have observed, such as plants, animals, nat	itural and found			
objects.				
To talk about why things happen and how things work.				
40-60 Months				
To look closely at similarities, differences, patterns and change.				
ELG		Painting	Experiment by using different brush sizes	Image: Mix primary colours to create the second
To know about similarities and differences in relation to places, objects, material	ls and living things.		Begin to explore primary colours and experiment with colour mixing.	Describe a range of colours
To talk about the features of their own immediate environment and how environment			Describe our favourite colours and why certain colours might be chosen for	Choose an appropriate bru
from one another.	0 /		different purposes.	Begin to use a range of pai
			 Explore lightening and darkening by using white and black. 	
Exploring and using Media and Materials.				
22-36 Months		3 D form	Explore modelling using clay and Plastecine or salt dough in an open ended	Create models and structu
Experiments with blocks, colours and marks.		5 0 10111		
30 -50 Months			way.	Begin to think about the co
Explores colours and how these can be changed.			Use scissors and glue to construct 3D forms.	Show an awareness of natu
Begins to be interested in and describe the texture of things.			Use both hands to build and manipulate materials by pinching, kneading and	increasing confidence.
40 -60 Months			rolling.	
Explores what happens when they mix colours.				
Experiments to create different textures.		Printing	I Use found objects to create an impressed print. E.g. printing using blocks,	Create a simple monoprint
Manipulates materials to achieve a planned effect.		-	shapes, potato prints etc.	pencils, cotton buds etc.
Uses simple tools and techniques competently and appropriately.			Explore a range of hard and soft objects to print with. E.g. sponge, cork.	Explore print making using
Selects appropriate resources and adapts work where necessary.			 Explore these simple print-making techniques to create patterns. 	 Use equipment correctly to
2 Selects tools and techniques needed to shape, assemble and join materials they	/ are using.	Collago	 Observe how cutting and tearing materials will have a different effect. 	Experience different adhes
ELG	11	Collage	5 5	
They safely use and explore a variety of materials, tools and techniques, experim	nenting with		Create an image from a variety of cut or torn materials.	Design and make a collage
colour, design, texture, form and function.				Choose appropriate papers
Being Imaginative				
22-36 Months				
 Beginning to use representations to communicate i.e drawing a line and saying " 	'That's me'.			
30-50 Months				
I Uses available resources to create props to support role-play.				
40-60 Months				
 Creates simple representations of events, people and objects. 				
 Chooses particular colours to use for purpose. 				
ELG				
They represent their own ideas, thoughts and feelings through design technolog	gy, art, music,			
dance, role play and stories.	,			
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as from first hand observation, practical experience and
ces from artists, craftspeople and designers.
and difficulties in a piece of art created. differences in a variety of sources from artists, craftspeople <s have="" produced.<="" td="" they="" to="" work=""></s>
rt makes them feel.
elop mark making and demonstrate control over the types
to sketch and draw real life objects. e by creating dark and light lines, patterns and shapes.
create the secondary colours confidently. ours.
brush to control the type of mark made. paints.
ctures, adding surface decorations. e colours and textures on a sculpture.
atural and man-made materials and manipulate these with
int. E.g. using acetate and removing paint using fingers,
ing man-made and natural materials. y to design and produce a clean printed image.
nesives and decide which is best for the task. ge, choosing whether to cut or tear materials.
ers/magazine pages to create an image.