Art and Design Progression Framework   St Mary's Catholic Primary School

		Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
		By the end of year 1 pupils will have had the opportunity to:	By the end of year 2 pupils will have had the opportunity to	By the end of year 3 pupils will have had the opportunity to:	By the end of year 4 pupils will have had the opportunity to:	By the end of year 5 pupils will have had the opportunity to:	By the end of year 6 pupils will have had the opportunity to:
Drawing		Explore mark making, experiment with drawing lines and use 2D shapes to draw.	Explore drawing techniques, begin to apply tone to describe form, develop skill and control with a range of drawing materials.	Develop drawing skills by drawing from direct observation, applying and using geometry and tonal shading when drawing. Use a range of drawing media.	Draw still life from observation and for mark making. Further develop understanding of geometry and mathematical proportion when drawing.	Further develop drawing from observation. Draw using perspective, mathematical processes, design, detail and line.	Learn and apply new drawing techniques such as negative drawing, chiaroscuro, expression, sketching and still life.
Craft, design, materials and techniques		Learn a range of materials and techniques such as clay-etching, printing and collage.	Use a range of materials to design and make products including craft, weaving, printmaking, sculpture and clay.	Use materials such as paper weaving, tie dying, sewing and other craft skills to design and make products.	Make art from recycled materials, create sculptures, print and create using a range of materials. Learn how to display and present work.	Create mixed media art using found and reclaimed materials. Select materials for a purpose.	Create photomontages, make repeat patterns using printing techniques, create digital art and 3D sculptural forms.
Knowing and applying the	Colour	Remember the primary colours and how to mix them to create	Mix, apply and refine colour mixing for purpose using	Increase awareness and understanding of mixing and	Analyse and describe colour and painting techniques in	Select and mix more complex colours to depict	Mix and apply colours to represent still life objects from

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formal elements		secondary colours. Create shades of a colour and choose and justify colours for purpose.	wet and dry media. Describe their colour selections.	applying colour, including use of natural pigments. Use aspects of colour such as tints and shades, for different purposes.	artists work. Manipulate colour for print.	thoughts and feelings.	observation. Express feelings and emotions through colour. Study colours used by Impressionist painters.
Knowing and applying the formal elements	Form	Learn about form and space through making sculptures and developing language.	Extend their practical ability to create 3D sculptural forms and begin to understand how to represent form when drawing.	Further develop their ability to describe 3D form in a range of materials, including drawing	Develop their ability to describe and model form in 3D using a range of materials. Analyse and describe how artists use and apply form in their work.	Further extend their ability to describe and model form in 3D using a range of materials.	Express and articulate a personal message through sculpture. Analyse and study artists' use of form.
	Line	Use, express and experiment with line for purpose, then use appropriate language to describe lines	Draw lines with increased skill and confidence. Use line for expression when drawing portraits.	Express and describe organic and geometric forms through different types of line.	Learn and apply symmetry to draw accurate shapes. Analyse and describe how artists use line in their work.	Extend and develop a greater understanding of applying expression when using line.	Deepen knowledge and understanding of using line when drawing portraits. Develop greater skill and control. Study and apply the techniques of other artists.

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	Pattern	Understand patterns in nature, design and make patterns in a range of materials	Learn a range of techniques to make repeating and nonrepeating patterns. Identify natural and man-made patterns. Create patterns of their own.	Construct a variety of patterns through craft methods. Further develop knowledge and understanding of pattern.	Create original designs for patterns using geometric repeating shapes. Analyse and describe how other artists use pattern.	Construct patterns through various methods to develop their understanding.	Represent feelings and emotions through patterns. Create sophisticated artwork using their knowledge of pattern.
	Shape	Identify, describe and use shape for purpose.	Compose geometric designs by adapting the work of other artists to suit their own ideas.	Identify, draw and label shapes within images and objects. Create and form shapes from 3D materials.	Create geometric compositions using mathematical shapes. Analyse and describe the use of shape in artist's work.	Composing original designs by adapting and synthesising the work of others. Analyse and evaluate artists' use of shape.	Fluently sketch key shapes of objects when drawing. Create abstract compositions using knowledge of other artists' work.
	Texture	Use materials to create textures.	Identify and describe different textures. Select and use appropriate materials to create textures.	Analyse and describe texture within artists' work	Use a range of materials to express complex textures.	Develop understanding of texture through practical making activities.	Understand how artists manipulate materials to create texture.
	Tone	Understand what tone is and how to apply this to their own work.	Experiment with pencils to create tone. Use tone to create form when drawing.	Develop skill and control when using tone. Learn and	Use a variety of tones to create different effects. Understand tone in more	Develop an increasing sophistication when using tone to describe	Increase awareness of using tone to describe light and shade,

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				use simple shading rules.	depth to create 3D effects. Analyse and describe use of tone in artists' work.	objects when drawing. Analyse artists' use of tone.	contrast, highlight and shadow. Manipulate tone for halo and chiaroscuro techniques.