

Art & Design Disciplinary Knowledge Progression

	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Generating ideas	Communicate their ideas as they are creating artwork.	Communicate their ideas simply before creating artwork.	Make simple sketches to explore and develop ideas.	Use preliminary sketches in a sketchbook to communicate an idea or experiment with a technique.	Create a series of sketches over time to develop ideas on a theme or mastery of a technique.	Review and revisit ideas and sketches to improve and develop ideas.	Gather, record and develop information from a range of sources to create a mood board, montage or annotated sketch to inform their thinking about a piece of art.
Experimenting and creating	Create art in different ways on a theme, to express their ideas and feelings. Use natural materials and loose parts to make 2-D and 3-D art.	Design and make art to express ideas. Make transient art and pattern work using a range or combination of human-made and natural materials.	Select the best materials and techniques to develop an idea. Draw, paint and sculpt natural forms from observation, imagination and memory.	Use and combine a range of visual elements in artwork. Use nature and natural forms as a starting point for artwork.	Develop techniques through experimentation to create different types of art. Represent the detailed patterns found in natural phenomena, such as water, weather or animal skins.	Produce creative work on a theme, developing ideas through a range of preliminary sketches or models. Record and edit natural forms, animals and landscapes with clarity, using digital photography and graphics software.	Create innovative art that has personal, historic or conceptual meaning. Create art inspired by or giving an environmental message.
Develop techniques	Use primary and other coloured paint and a range of methods of application. Select appropriate tools and media to draw with. Represent different parts of the human body from observation, imagination or memory with attention to some detail. Draw or paint a place from observation or imagination. Manipulate malleable materials into a variety of shapes and forms using their hands and other simple tools.	Identify and use paints in the primary and secondary colours. Use soft and hard pencils to create different types of line and shape. Represent the human face, using drawing, painting, sculpture or collage from observation, imagination or memory with some attention to facial features. Draw or paint a place from memory, imagination or observation. Manipulate malleable materials by squeezing, pinching, pulling, pressing, rolling, modelling, flattening,	Name and mix secondary colours. Make, describe and use a range of hues. Use the properties of pencil, ink and charcoal to create different patterns, textures and lines, and explore shape, form and space. Represent the human form, including face and features, from observation, imagination or memory. Draw or paint features of landscape or seascape from memory, imagination or observation, with some attention to detail. Press objects into a malleable material to	Identify, mix and use contrasting coloured paints. Add tone to a drawing by using linear and cross-hatching, scumbling and stippling. Draw, paint or sculpt a human figure in a variety of poses, using a range of materials, such as pencil, charcoal, paint and clay. Draw, collage, paint or photograph an urban landscape. Create a 3-D form using malleable or rigid materials, or a combination of materials.	Identify, mix and use warm and cool paint colours to evoke warmth or coolness in a painting. Use the properties of pen, ink and charcoal to create a range of effects in drawing. Explore and develop three-dimensional art that uses the human form, using ideas from contemporary or historical starting points. Choose an interesting or unusual perspective or viewpoint for a landscape. Use clay to create a detailed or experimental 3-D form.	Mix and use tints and shades of colours using a range of different materials, including paint. Use pen and ink, chalk and charcoal to add perspective, light and shade to a composition or model. Explore and create expression in portraiture. Use a range of materials to create imaginative and fantasy landscapes. Create a relief form using a range of tools, techniques and materials.	Use knowledge of colour and colour theory to create art. Use line, tone or shape to draw observational detail or perspective., Use distortion, abstraction and exaggeration to create interesting effects in portraiture or figure drawing. Create landscape art with or without typical perspective. Create landscape art without typical perspective. Create a 3-D form using malleable materials in the style of a significant artist, architect or designer.

		poking, squashing and smoothing. Manipulate paper and card to create a simple form by cutting, layering and overlapping.	make textures, patterns and imprints.				
Evaluating work, including that of artists and designers	Explore artwork by famous artists and talk about their likes and dislikes. Discuss similarities and differences in their own and others' work, linked to visual elements, such as colour, scale, subject matter, composition and type. Share their creations with others, explaining their intentions and the techniques and tools they used.	Describe and explore the work of a significant artist. Identify similarities and differences between two or more pieces of art. Say what they like about their own or others' work using simple artistic vocabulary.	Explain why a painting, piece of artwork, body of work or artist is important. Describe similarities and differences between artwork on a common theme. Analyse and evaluate their own and others' work using artistic vocabulary.	Work in the style of a significant artist, architect, culture or designer. Compare artists, architects and designers and identify significant characteristics of the same style of artwork, structures and products through time. Make suggestions for ways to adapt and improve a piece of artwork.	Explain the significance of art, architecture or design from history and create work inspired by it. Compare and contrast artwork from different times and cultures. Give constructive feedback to others about ways to improve a piece of artwork.	Investigate and develop artwork using the characteristics of an artistic movement or methodology or genre. Describe and discuss how different artists and cultures have used a range of visual elements in their work. Compare and comment on the ideas, methods and approaches in their own and others' work.	Explain the significance of different artworks and artists from a range of times and cultures and use elements of these to create their own artworks. Compare and contrast artists' use of perspective, abstraction, figurative and conceptual art. Adapt and refine artwork in light of constructive feedback and reflection.