Art Skills progression map

	Year 3	Year 4	Year 5	Year 6
Drawing	To use and experiment with different grades of pencils to apply tones to drawings. To make marks and lines to create shapes, patterns and textures. To use shading to show light and shadow developing tone. To use line, tone and shape to represent figures and forms in movement.	To begin to make decisions about the grading of pencil needed to create shadow, line and tone. To show facial expression through use of lines and shading. To use lines of symmetry to realistic facial features. To use line and shape to create geometric patterns inspired by an artist.	To begin to use perspective in work using a single foci point and horizon. To develop close observational drawing through application of line, tone, form and shadow. To apply the effects of light on objects from different directions. To independently select an appropriate media when creating a piece inspired by an artist.	To explore colour mixing and blending with coloured pencils. To use mixed media in art work using a combination of areas taught. To develop an awareness of composition, scale and proportion, foreground, middle ground and background. To produce accurate drawings from observation and use tonal contrast, considering shading for realism.
Painting	To distinguish between primary, secondary and tertiary colours. To explore colour through mixing.	To experiment with primary, secondary and tertiary colours.	To explore different types of brush technique for example dotting, scratching, splashing.	To use different media to create tints, tones, shade and mood.

	To create a background using a watercolour wash. To use light and dark within painting and begin to explore complimentary colours considering hue, shades and tints.	To create different effects and textures with paint appropriate to the task. To use sketches and design to inform painting. To create intricate patterns using fine art techniques within abstract art.	To use layering and blending to create dimensions within painting. To mix and match colours to create atmosphere, mood and light effects. To apply observational drawing and perspective within realism.	To select appropriate stylistic features and colour for the purpose of the task e.g. fine art, pop art. To independently mix and blend colours to create movement and atmosphere. To explore and apply different painting techniques to create desired outcomes.
Printing	Lower Key Stage 2 objectives met in Year 4	To experiment with different materials when printing e.g. natural and manmade objects. To create a print using different materials e.g. string and cardboard. To create repeated patterns. To create two layers using complimentary or contrasting colours.	Upper Key Stage 2 Objectives met in Year 6	To experiment with carving techniques to create detailed patterns and designs. To make relief and/or mono prints by using carving techniques on lino tiles. To create multiple (x3) layers using an impressed print, inspired by William Morris. To create a digital print based on physical art techniques.
Textiles and collage	**Collage**	**Collage**	**Batik** To use dye and wax to create patterns, designs and atmosphere.	**Weaving** To create weavings using a range of textiles, adding decoration for effect.

	To experiment with a range of materials to create realistic and imaginary settings. To compare and contrast materials, considering texture and colour. To layer and overlap materials. To select colour and texture of materials to create tone and texture within a collage.	To independently select techniques for effect e.g. overlapping, layering, coiling, quilling and tessellating. To create precise and detailed patterns. To develop accuracy and precision when cutting materials. To develop their own materials and designs to create collage e.g. marbling, sketching, painting. ***Further textile objectives met through DT.***	To embellish designs with embroidery and applique.	To layer and overlap materials to create depth and tone. To recreate water colour painting seascapes through textiles, using precision and detail. To consider colour and texture of materials to create atmosphere and mood within weaving. ***Further textile objectives met through DT.***
3D form / sculpture	To shape, form and construct malleable materials through manipulation.	To create texture and form through layering of malleable materials. To create and combine shapes using solid materials.	To use tools to create texture and pattern. To shape, form. model and join malleable materials selecting the correct tools and skills.	To independently select tools and techniques to create a layered sculpture. To apply the most appropriate shaping, forming, modelling and joining methods to create a realism inspired design. To apply prior learning to a personal design.

Digital media			To build layers through a computer programme, using a template.	To build layers through a computer programme, using a personal design. To manipulate images using photo editing programmes. To create repeating patterns using a reflective, digital programme.
Exploration and developing ideas and evaluating through sketchbooks.	To use a sketchbook to collect and develop information such as sketches and drawing to create a final outcome. To record mark making and key, foundation skills to inform next steps. To comment on the works of artists e.g. colours, patterns and their personal reaction to the art. To evaluate their own work by commenting on techniques taught and used as well as successes and areas to improve.		To maintain a sketchbook, using it to show ideas, designs to support ongoing work. To develop independence when organising and recording artistic skills and drafts. To plan and research ideas to support creation of designs and final outcomes. To analyse and reflect on the works of artists to inspire their own individual ideas and style. Use self-reflection to evaluate their work in progress (skills, designs) and final outcomes. To use this in supporting them to create next steps that can be applied across medias.	