Robert Arkenstall Progression of Skills: Updated Autumn Term 2021 Medium Term plans should indicate which are being covered.				
	EYFS	KS1	LKS2	UKS2
D r a w i n g	D1: Use a comfortable grip with good control when holding pens and pencils. D2: Create closed shapes with continuous lines and begin to use these shapes to represent objects. D3: Draw with increasing complexity and detail, such as representing a face with a circle including details. D4: Use drawing to represent ideas like movement or loud noises. D5: Show different emotions in their drawings – happiness, sadness, fear etc. Reception: D6: Explore, use and refine a variety of artistic effects to express their ideas and feelings. Early Learning Goal: D7: Begin to show accuracy and care when drawing. D8: Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.	D1: Experiment with a variety of media; pencils, rubbers, crayons, pastels, felt tips, charcoal, ballpoints, chalk. Lines and Marks D2: Draw lines/marks from observations. D3: Invent new lines D4: Draw on different surfaces with a range of media. Shape D5: Link shapes observed to known geometric shapes. D6: Draw shapes based on known geometric shapes. Tone D7: Investigate tone by drawing light/dark lines, light/dark patterns, light/dark shapes. Texture D8: Investigate textures by describing, naming, rubbing, copying	D1: Experiment with ways in which surface detail can be added to drawings. D2: Use sketchbooks to collect and record visual information from different sources. D3: Draw for a sustained period of time at an appropriate level. Lines and Marks D4: Make marks and lines with a wide range of drawing implements e.g. charcoal, pencil, crayon, chalk pastels, oil pastels, pens, etc. D5: Experiment with different grades of pencil and other implements to create lines and marks. Form and Shape D6: Experiment with different grades of pencil and other implements to draw different forms and shapes. D7: Begin to show an awareness of representing objects as having a third dimension. Identify geometric and organic shapes in objects and use them as a basis for drawing Tone D8: Experiment with different grades of pencil and other implements to achieve variations in tone. D9: Apply tone in a drawing in a simple way. Texture D10: Create textures with a wide range of drawing implements. D11: Apply a simple use of pattern and texture in a drawing.	D1: Work from a variety of sources including observation, photographs and digital images. D2: Work in a sustained and independent way to create a detailed drawing. D3: Develop close observational skills using a variety of view finders. D4: Use a sketchbook to collect and develop ideas. D5: Identify artists who have worked in a similar way to their own work. Lines , Marks, Form, Shape, Tone and Texture D6: Use dry media to make different marks, lines, patterns and shapes within a drawing. D7: Experiment with wet media to make different marks, lines, patterns, textures and shapes. D8: Explore colour mixing and blending techniques (e.g. hatching) with coloured pencils. D9: Use different techniques for different purposes ie shading, hatching within their own work. D10: Start to develop their own style using tonal contrasts and mixed media. D11: Identify geometric and organic shapes in objects and use them as a basis for drawing with increasingly accurate proportion Perspective and Composition D12: Begin to use simple perspective in their work using a single focal point and horizon. D13: Begin to develop an awareness of composition, scale and proportion in their painting eg foreground, middle ground and background. D14: Show an awareness of how paintings are created ie composition

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	<u>3-4 years:</u>	PA1: Organise, use efficiently and clear up	PA1: Experiment with different effects and	PA1: Carry out preliminary studies, trying
	PA1: Show different emotions in their	powder painting equipment.	textures inc. blocking in colour, washes,	out different media and materials and
	drawings/paintings, like happiness,		thickened paint to create textural effects.	mixing appropriate colours.
Р	sadness, fear etc.	PA2: Mix powder paint of a consistency fit		
	PA2: Explore colour and colour mixing.	for purpose. Problem solve when paint	Colour	PA2: Name different types of paint and
_		not of correct consistency.	PA2: Using powder paints refine skills of	their properties.
a	Reception:	·	mixing tints (adding white) and learn to	
i	PA3: Explore, use and refine a variety of	PA3: Use powder paint to mix primary and	mix shades (adding black).	Colour
'	artistic effects to express their ideas and	secondary colours.	, ,	PA3: Identify and know how to mix
n	feelings.	Secondary coroars.	PA3: Apply use of tints and shades in a	primary, secondary, tertiary colours,
	_	DA4. Add white to a primary colour to	painting	complementary and contrasting colours.
ti	Early Learning Goal:	PA4: Add white to a primary colour to	Panting	PA4: Create and use a 12 section colour
	PA4: Safely use and explore a variety of	make tints.	DA4. Identify and against the pains	wheel.
n	materials, tools and techniques,		PA4: Identify and name the primary and	wileel.
	experimenting with colour, design,	Colour	secondary colours and know how to mix	245
g	texture, form and function.	PA5: Identify and name the primary and	them. Experiment with mixing different	PA5: Use tints (adding white) and shades
	PA5: Use a range of small tools, including	secondary colours.	browns.	(adding black) to create perspective in a
	scissors, paint brushes and cutlery.	PA6: Create and use a 6 section colour		painting (linked to D12)
	seissors, paint brasiles and eathery.	wheel.		
	2.4 years:	PR1: Print with a range of hard and soft	PR1: Press print with two colour overlays.	PR1: Create prints with 3 overlays.
	3-4 years: PR1: Join different materials and explore	materials e.g. cork, earbud, sponge.	FK1. Fless print with two colour overlays.	FK1. Create prints with 5 overlays.
		inaterials e.g. cork, earbud, sponge.		
Р	different textures.		PR2: Organise their equipment to work	PR2: Create relief printing blocks e.g. with
· •		PR2: Take simple prints (mono prints).	with a partner successfully to press print.	string, cut wallpaper etc.
ri	Reception:			
	PR2: Explore, use and refine a variety of	PR3: Build repeating patterns and	PR3: Create accurate repeating patterns.	PR3: Print onto different coloured papers,
n	artistic effects to express their ideas and	recognise pattern in the environment.		cut and combine to create an image or
	feelings.			pattern.
ti		PR4: Create and use simple printing blocks		
	Early Learning Goal:	with press print.		
n	PR3: Safely use and explore a variety of	- In 222 In		
σ.	materials, tools and techniques,			
g	experimenting with colour, design,			
	texture, form and function.			

	3-4 years: T1: Join different materials and explore	T1: Change and modify threads and fabrics by knotting, fraying, fringing,	T1: Create and use dyes to colour fabric e.g. onion skins.	T1: Create and use dyes to colour fabric e.g. onion skins.
T e x ti l e s	Reception: T2: Explore, use and refine a variety of artistic effects to express their ideas and feelings. Early Learning Goal: T3: Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.	pulling threads, twisting or plaiting. T2: Cut and shape fabric using scissors/snips. T3: Apply shapes to fabric with glue or by stitching. T4: Apply decoration using beads, buttons, feathers etc. Colour T5: Apply colour e.g. with printing, dipping or fabric crayons. Texture T6: Create "fabrics" by weaving materials	T2: Experiment with batik techniques.	T2: Develop batik techniques in their work.
		e.g. grass through twigs, carrier bags on a bike wheel		
S	3-4 years: S1: Join different materials and explore different textures.	S1: Explore sculpture with a range of malleable and non-malleable materials e.g. clay, Modroc, natural materials,	S1: Plan, design and make models from observation or imagination.	S1: Plan a sculpture through drawing and other preparatory work.
С	S2: Explore different materials freely, to develop their ideas about how to use	dough.	S2: Explore shaping clay including rolling and pinching e.g. slabs, coils.	S2: Develop skills in using clay including rolling and pinching e.g. slabs, coils, slips.
u	them and what to make.	Form: S2:_Identify form in the environment	S3: Join clay adequately including using	S3: Combine a variety of techniques when
n	Reception: S3: Explore, use and refine a variety of	linking to known 3D shapes.	slips.	hand building clay.
p t	artistic effects to express their ideas and feelings.	S3: Experiment with constructing and joining recycled, natural and manmade	S4: Roll clay to an even thickness using battens.	
u	Early Learning Goal: S4: Safely use and explore a variety of	materials. S4: Manipulates these to create desired	S5: Apply a variety of textures in their	
r	materials, tools and techniques, experimenting with colour, design,	effects.	work.	
е	texture, form and function.		S6: Manipulate a variety of media with increasing accuracy.	

	3-4 years: C1: Join different materials and explore different textures.	C1: Create images from a variety of media e.g. fabric, magazines, tissue paper etc.	C1: Experiment with a range of collage techniques such as tearing, overlapping and layering to create images and	C1: Print onto different coloured papers, cut and combine to create an image or pattern.
	C2: Explore different materials freely, to develop their ideas about how to use them and what to make.	C2: Sort and group materials for different purposes e.g. colour, texture.	represent textures.	C2: Use collage as a means of extending work from initial ideas.
0	Reception: C3: Explore, use and refine a variety of artistic effects to express their ideas and	C3: Fold, crumple, tear and overlap papers.		
а	feelings. Early Learning Goal:	C4: Work on different scales. Colour C5: Collect, sort, and name match colours		
g e	C4: Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. C5: Make use of props and materials when	appropriate for a purpose. Shape C6: Create and arrange shapes appropriately		
	role playing in characters in narratives and stories.	Texture C7: Create, select and use textured materials for an image.		