



Art and Design Progression

Exploring and Developing Ideas

Developing Work

Key Stage 1 Art and Design Key Learning							
Advised Curriculum Coverage: Maximum 3 media per year with range over the Key Stage							
Exploring Ideas Developing Ideas Evaluating Ideas	Drawing	Painting	Printing	Textiles	3-D	Collage	Digital
Record and explore ideas from first hand observations	Experiment with a variety of media: pencils, rubbers, crayons, pastels, felt tips, charcoal, ballpoints, chalk	Use a variety of tools and techniques including different brush sizes, sponges and other tools	Print with a range of hard and soft materials e.g. corks, pen barrels, sponge	Match and sort fabrics and threads for colour, texture, length, size and shape	Manipulate malleable materials in a variety of ways including rolling and kneading	Create images from a variety of media e.g. photocopied material, fabric, crepe paper, magazines etc.	Explore ideas using digital sources i.e. Internet
Ask and answer questions about the starting points for their work	Control the types of marks made with the range of media	Mix and match colours to objects	Take simple prints i.e. mono-printing	Change threads and fabrics, knotting, fraying, fringing, pulling threads, twisting, plying	Manipulate malleable materials for a purpose, e.g. pot, tile	Arrange and glue materials to different backgrounds	Record visual information using digital cameras
Develop their ideas – try things out, change their minds	Lines and Marks Draw lines/marks from observations	Work on different scales	Roll printing ink over found objects e.g. plastic mesh, sponges	Cut and shape fabric using scissors/scissors	Understand the safety and basic care of materials and tools	Sort and group materials for different purposes e.g. colour, texture	Use a simple graphics package to create images and effects with Lines by changing the size of brushes in response to ideas
Explore the work of artists, craftpeople and designers from different times and cultures for differences and similarities	Draw on different surfaces with a range of media	Experiment with tools and techniques e.g. layering, mixing media, scraping	Build repeating patterns and recognise pattern in the environment	Apply shapes with glue or by stitching	Form Experiment with constructing and joining recycled, natural and man-made materials	Fold, crumple, tear and overlap papers	Shapes, using eraser, shape and fill tools
Review what they and others have done and say what they think and feel about it	Shape Observe and draw shapes from observations	Name different types of paint and their properties – ready-mix, watercolour	Create simple printing blocks with press print	Apply decoration using beads, buttons, leathers etc.	Colour Collect, sort, name, match colours appropriate for an	Work on different scales	Colours and Texture using simple filters to manipulate and create images Use basic selection and cropping tools
Identify what they might change in their current work	Draw shapes in between objects	Colour Identify primary and secondary colours	Design more repetitive patterns	Colour Apply colour with printing, clipping,	Use simple 2-D shapes to create a 3-D form		

3	Year 4	Year 5	Year 6
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Identify what they might change in their current work

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Upper Key Stage 2 Art and Design Key Learning							
Advised Curriculum Coverage: Maximum 3 media per year with range over Upper Key Stage 2							
Exploring Ideas Developing Ideas Evaluating Ideas	Drawing	Painting	Printing	Textiles	3-D	Collage	Digital
Select and record from first hand observation, experience and imagination, and explore ideas for different purposes	Work from a variety of sources including observation, photographs and digital images	Develop a painting from a drawing	Create printing blocks by simplifying an initial journal idea	Use different grades of threads and needles	Shape, form, model and construct from observation or imagination	Add collage to a painted, printed or drawn background	Record, collect and store visual information using digital cameras
Question and make thoughtful observations about starting points and select ideas to use in their work	Work in a sustained and independent way to create a detailed drawing	Carry out preliminary studies, trying out different media and materials and making appropriate colours	Use relief or impressed method	Experiment with barks or felt techniques	Use recycled, natural and man-made materials to create sculptures	Use a range of media to create collages	Present recorded visual images using software e.g. Photo Story, PowerPoint
Explore the roles and purposes of artists, craftpeople and designers working in different times and cultures	Develop close observation skills using a variety of view finders	Create imaginative work from a variety of sources e.g. observational drawing, themes, poetry, music	Create prints with three overlays	Experiment with a range of media to overlap and layer creating interesting colours and textures and effects	Plan a sculpture through drawing and other preparatory work	Use different techniques, colours and textures etc. when designing and making pieces of work	Use a graphics package to create and manipulate new images
Compare ideas, methods and approaches in their own and others' work and say what they think and feel about them	Use a journal to collect and develop ideas	Identify artists who have worked in a similar way to their own work	Work into prints with a range of media e.g. pens, colour pens and paints	Develop skills in using clay incl. slabs, coils, slips, etc.	Produce intricate patterns and textures in a malleable media	Use collage as a means of extending work from initial ideas	Be able to import an image (scanned, retrieved, taken) into a graphics package
Adapt their work according to their views and describe how they might develop it further	Lines, marks, tone, form & texture Use dry media to make different marks, lines, patterns and shapes within a drawing	Colour Mix and match colours to create atmosphere and light effects	Be able to identify and work with complementary and contrasting colours				Understand that a digital image is created by layering
Annotate work in a journal	Experiment with wet media to make different marks, lines, patterns, textures and shapes						Create layered images from original ideas

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according to their views and describe how they might develop it further

Experiment using the ideas and styles of different artists.

Develop further what an artist is trying to express in their work

Make links with an artist's work and their own

Adapt their work according to their views and describe how they might develop it further. Experiment using the ideas and styles of different artists

Make links with an artist's work and their own

Understand the impact of art on a nation's culture or identity

Adapt their work according to their views and describe how they might develop it further. Experiment using the ideas and styles of different artists

Make links with an artist's work and their own

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sculptor, textile artist,