

Mablethorpe Primary Academy- Art and Design Progression Map

	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Colour	Use basic paint routines, selecting and using tools and materials Explore mixing thick and thin paint Use a range of brushes Recognise and name primary and secondary colours Mix secondary colours Explore using tools other than brushes	To select and use tools and materials Collect and sort and colours Colour mixing and matching	Explore different paint techniques Identify and name primary and secondary colours Explore warm and cool colours	Colour mixing including: Tertiary colours Harmonious colours Happy and Sad colours Matching colour to the environment	Colour mixing including: Tints and Shades Complementary colours Matching colours to other pieces of work To use a limited colour range	To use and apply emotional colours To use and apply Harmonious colours Explore colours to describe space and perspective	
Texture	Explore, feel, and describe variety of surfaces Make simple rubbings of different surfaces in the immediate environment Explore printing using a selection of sorted textures	Collect and make selections from natural and manmade materials Create large scale collages as part of groups Add texture to paint Add texture to clay, salt dough, plasticine	Represent texture in a range of media Make textured surfaces Make rubbings	Collect and combine a range of materials Use and apply different kinds of paint in different ways, including using brush strokes to create texture Explore weaving with a range of materials		Explore and make different textured surfaces To represent texture via drawing or paintings using a range of media Select and use appropriate materials to create collages/artefacts To use the method of decoupage and quilling to create different textured surfaces	



Tone	Look at and talk about dark and light places Record dark and light scenes Explore making dark and light using a range of media	To explore and match tone Experiment with dark and light. Record the effects of dark and light on objects Explore adding black/white to a colour Research how artists use light		Record the effects of light and dark on people and in the environment Recognise different tones of one colour. Explore how artists convey dark and light in their work. To observe and record the effects of light and dark on more complex objects, such a shiny objects		To experiment with and select a range of media when weaving or blending tones together, exploring camouflage, observing a range of environments Through still life, drawings, self portraits recognise and order tone in different colours Observe and explore the use of tone in artists' paintings
Form and Space	Explore and experiment with malleable materials Press a range of objects into media Join simple forms and shapes Make backgrounds and add an object as the foreground	Through exploration recognise the differences between 2D and 3D forms and select 'found' forms to represent ideas Experiment with paper folding, pleating, curling Use a casting method such as paper mâché	Explore and use a range of rigid materials when modelling Create more complex forms by joining shapes Introduce perspective and explore 'near and far' Make simple clay/salt dough forms	Construct models linked to a theme To model over armature	To use a range of rigid materials Explore and experiment with paper To create constructions which explore space Explore perspective, developing foreground, middle and background	To create clay/dough models and use glazes Design and create printing blocks using clay/polystyrene Explore and recreate atmospheric perspective through the study of an artist Draw &/ make moving figures
Line and Shape	Explore and make different kinds of lines Make lines with a variety of materials Recognise and name simple geometric shapes in the immediate environment	Draw/sketch lines to convey shape or form Explore making lines with a range of materials Experiment with paper techniques-cutting, folding, concertinaing, fanning	Draw/sketch shapes seen and shapes in complex situations (buildings) Use a range of media to record complex shapes (collage) Draw and cut out silhouetted shapes/objects	Use sketchbooks to record and draw simple shapes Record simple shapes in more complex forms Explore and use positive and negative shapes- such as stencils	Use sketchbooks to record and draw simple shapes Record simple shapes in more complex situations Look for and draw shapes within the human form	Recognise and create simple shapes seen in combination and repetition- such as tessellation Design and use positive and negative shapes to explore printing Use a range of media to record more complex shapes to create depth in pictures Explore perspective



	Sort big and little shapes and use shapes to create pictures	Make own pictures using positive and negative shapes		Recognise and create more complex shapes from silhouettes		
Pattern	Recognise patterns in the immediate environment Make repeating patterns Create simple symmetrical pictures	Explore and recognise pattern in nature and the environment Explore different printing patterns and create own printing block Explore random and organised patterns in collage	Create and use own patterns Explore and experiment with simple tessellation and mirrored patterns Look at patterns in history or other cultures	Explore and create more complex tessellation Design own patterns or motifs Explore camouflage patterns and nature Look at pattern in history		Look at patterns and create own pattern for a purpose Observe, collect, and record patterns in nature Research then design own pattern. Use a layout to reflect and translate the design and paint
Study of Global and British artists	The work of Global and British artists, sculptors, designers, and architects through history are inter woven within the six key themes of colour, pattern, texture, line, shape, form, and space and are linked to the topics and curriculum map for core and foundation national curriculum subjects.					