



Mablethorpe Primary Academy- Art and Design Progression Map

	EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Colour	<p>Use basic paint routines, selecting and using tools and materials</p> <p>Explore mixing thick and thin paint</p> <p>Use a range of brushes</p> <p>Recognise and name primary and secondary colours</p> <p>Mix secondary colours</p> <p>Explore using tools other than brushes</p>	<p>To select and use tools and materials</p> <p>Collect and sort and colours</p> <p>Colour mixing and matching</p>	<p>Explore different paint techniques</p> <p>Identify and name primary and secondary colours</p> <p>Explore warm and cool colours</p>	<p>Colour mixing including: Tertiary colours Harmonious colours Happy and Sad colours</p> <p>Matching colour to the environment</p>	<p>Colour mixing including: Tints and Shades Complementary colours</p> <p>Matching colours to other pieces of work</p> <p>To use a limited colour range</p>	<p>To use and apply emotional colours</p> <p>To use and apply Harmonious colours</p> <p>Explore colours to describe space and perspective</p>	
Texture	<p>Explore, feel, and describe variety of surfaces</p> <p>Make simple rubbings of different surfaces in the immediate environment</p> <p>Explore printing using a selection of sorted textures</p>	<p>Collect and make selections from natural and manmade materials</p> <p>Create large scale collages as part of groups</p> <p>Add texture to paint</p> <p>Add texture to clay, salt dough, plasticine</p>	<p>Represent texture in a range of media</p> <p>Make textured surfaces</p> <p>Make rubbings</p>	<p>Collect and combine a range of materials</p> <p>Use and apply different kinds of paint in different ways, including using brush strokes to create texture</p> <p>Explore weaving with a range of materials</p>	<p>Explore and make different textured surfaces</p> <p>To represent texture via drawing or paintings using a range of media</p> <p>Select and use appropriate materials to create collages/artefacts</p> <p>To use the method of decoupage and quilling to create different textured surfaces</p>		
Tone	<p>Look at and talk about dark and light places</p> <p>Record dark and light scenes</p>	<p>To explore and match tone</p> <p>Experiment with dark and light. Record the effects of dark and light on objects</p> <p>Explore adding black/white to a colour</p>		<p>Record the effects of light and dark on people and in the environment</p> <p>Recognise different tones of one colour. Explore how artists convey dark and light in their work.</p>		<p>To experiment with and select a range of media when weaving or blending tones together, exploring camouflage, observing a range of environments</p>	

	Explore making dark and light using a range of media	Research how artists use light		To observe and record the effects of light and dark on more complex objects, such a shiny objects		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 Sort big and little shapes and use shapes to create pictures	Draw/sketch lines to convey shape or form Explore making lines with a range of materials Experiment with paper techniques-cutting, folding, concertinaing, fanning Make own pictures using positive and negative shapes	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 Recognise and create more complex shapes from silhouettes	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
Pattern	Recognise patterns in the immediate environment Make repeating patterns	Explore and recognise pattern in nature and the environment Explore different printing patterns and	Create and use own patterns Explore and experiment with	Explore and create more complex tessellation Design own patterns or motifs Explore camouflage patterns and nature	Look at patterns and create own pattern for a purpose Observe, collect, and record patterns in nature	

	Create simple symmetrical pictures	create own printing block Explore random and organised patterns in collage	simple tessellation and mirrored patterns Look at patterns in history or other cultures	Look at pattern in history	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.				