Progression of skills and knowledge in art, design and technology

Foundation Stage

P1 Hold a pencil effectively in preparation for fluent writing, using the tripod grip in almost all cases. (Fine Motor Skills)

P2 Use a range of small tools, including scissors, paint brushes and cutlery. (Fine Motor Skills)

P3 Begin to show accuracy and care when drawing. (Fine Motor Skills)

P4 Explore the natural world around them, making observations and drawing pictures of animals and plants. (The Natural World)

P5 Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. (Creating with Materials)

P6 Share their creations, explaining the process they have used. (Creating with Materials)

P7 Make use of props and materials when role playing characters in narratives and stories. (Creating with Materials)

P8 Hold and use scissors.

P9 Use Foundation vocabulary: pencil, crayon, chalk, dot, line, shape, colour, dark, light, bend, cut, 2d, 3d.

Years 1 & 2 Art and Design

AA1 Use artwork to record ideas, observations and experiences.

AA2 Represent things observed, remembered or imagined.

AA3 Experiment with different materials to design and make products.

AA4 Select particular techniques to create a chosen product.

AA5 Develop some care and control over materials and their use.

AA6 Know that different artistic works are made by craftspeople from different cultures and times.

AA7 Explain what they like about the works of others.

AA8 Give reasons for their preference when looking at art/craft or design work.

AA9 Know the names of basic tools and techniques.

AA10 Use a variety of tools including pencils, rubbers, crayons, pastels, felt tips, charcoal and chalk.

AA11 Explore mark-making using a variety of tools.

AA12 Experiment with tones using pencils, chalk or charcoal.

AA13 Know the primary colours.

AA14 Cut, glue and trim material to create images from a variety of media.

AA15 Make marks in print using found objects and basic tools and use these to create repeating patterns.

AA16 Sort, cut and shape fabrics and experiment with ways of joining them.

AA17 Develop techniques to join fabrics and apply decorations such as a running or over stitch.

AA18 Make textured collages from a variety of media and by folding, crumpling and tearing materials.

AA19 Know some artwork by disabled artists.

AA20 Know some artwork by Kandinsky.

AA21 Know some artwork by Bruegel.

AA22 Use Year 1/2 vocabulary: vertical, horizontal, portrait, landscape, charcoal, pastel, shadow, primary colour, secondary colour, imaginary, diagonal, abstract, shade.

Years 1 & 2, Design and Technology

AD1 Ask simple questions about existing products.

AD2 Use pictures and words to describe what they want to do.

AD3 Create simple designs for a product.

AD4 Design purposeful products for themselves and others based on design criteria.

AD5 Evaluate and assess existing products and those that they have made using a design criterion.

AD6 Select from and use a range of tools and equipment to perform practical tasks eg cutting, shaping, joining and finishing.

AD7 Safely measure, mark out, cut and shape materials and components, using a range of tools.

AD8 Use a range of tools to cut, join and combine materials and components safely.

AD9 Use scissors to cut along a line accurately.

AD10 Build structures, exploring how they can be made stronger, stiffer and more stable.

AD11 Use wheels and axles in a product.

AD12 Use Year 1/2 vocabulary: sculpture, material, join, cut, evaluate, roll, smooth, flatten.

Years 3 & 4 Art and Design

BA1 Use a sketchbook for recording observations, for experimenting with techniques or planning out ideas.

BA2 Use a sketchbook for collecting ideas and developing a plan for a completed piece of work.

BA3 Explain what they like or dislike about their work.

BA4 Articulate how they might improve their work using technical terms.

BA5 Draw familiar objects with correct proportion.

BA6 Create a range of effects by experimenting with different materials.

BA7 Create a range of effects by using a variety of tools and techniques such as bleeds, washes and splashes.

BA8 Explore shading, using different media.

BA9 Understand and identify key aspects such as complementary colours, colour as tone, warm and cold colours.

BA10 Know the secondary colours.

BA11 Create a collage using overlapping and layering.

BA12 Create printing blocks using relief or impressed techniques.

BA13 Use different types of stitch when joining fabrics.

BA14 Print on fabrics using tie-dyes.

BA15 Develop skills when using clay including slabs, coils and slips.

BA16 Create basic compositions using photography.

BA17 Know some artwork by Tudor artists.

BA18 Know some artwork from Ancient Greece.

BA19 Know some artwork from Kenya.

BA20 Know how Romans used mosaics to create art.

BA21 Be aware of how Christian artists have used their work to illustrate religious thinking.

BA22 Use Year 3/4 vocabulary: light, hue, shade, depth, sketch, technique, linear, feathering, cross hatch, side stroke, focal point, horizon, background, foreground, scale, proportion.

Years 3 & 4 Design and Technology

BD1 Investigate and analyse existing products and those they have made.

BD2 Use knowledge of existing products to design a functional product.

BD3 Create designs using annotated sketches, cross-sectional diagrams and exploded diagrams.

BD4 Consider how existing products and their own finished products might be improved and how well they meet the needs of the intended user.

BD5 Safely measure, mark out, cut, assemble and join with some accuracy.

BD6 Use techniques which require more accuracy to cut, shape, join and finish eg cutting internal shapes, slots in frameworks.

BD7 Make suitable choices from a wider range of tools and unfamiliar materials.

BD8 Strengthen frames using diagonal struts.

BD9 Understand how mechanical systems such as levers and linkages or pneumatic systems create movement.

BD10 Use electrical systems in products.

BD11 Use Years 3/4 vocabulary: design, feature, component, function, target audience, design criteria, improvement.

Years 5 & 6 Art and Design

CA1 Develop different ideas which can be used and explain their choices for the materials and techniques used.

CA2 Adapt their own final work following feedback or discussion based on their preparatory ideas.

CA3 Evaluate their work against their intended outcome.

CA4 Begin to develop an awareness of composition, scale and proportion in their work.

CA5 Use simple perspective in their work using a single focal point and horizon.

CA6 Use line, tone and shading to represent things seen, remembered or imagined.

CA7 Use techniques, colours, tones and effects in an appropriate way to represent things seen, eg brushstrokes following the direction of the grass, stippling to paint sand, watercolour bleeds to show clouds.

CA8 Mix colours to express mood.

CA9 Divide foreground from background.

CA10 Add collage to a painted, drawn or printed background.

CA11 Experiment with using layers and overlays to create new colours or textures.

CA12 Explain and justify preferences towards different styles and artists.

CA13 Describe the work and ideas of various artists, architects and designers, using appropriate vocabulary and referring to historical and cultural contexts.

CA14 Know some artwork by Turner.

CA15 Know some artwork from the Shang Dynasty.

CA16 Know some artwork from the Mayan Dynasty.

CA17 Know some artwork by Da Vinci.

CA18 Know some artwork from Ancient Egypt.

CA19 Know some artwork by Hockney.

CA20 Use Year 5/6 vocabulary: proportion, scale, mixed media, calligraphy

Years 5 & 6 Design and Technology

CD1 Use research into existing products to inform the design of their own product.

CD2 Create prototypes to show their ideas.

CD3 Produce step by step plans to guide their making, demonstrating that they can apply their knowledge of different materials, tools and techniques.

CD4 Make detailed evaluations about existing products and their own, considering the views of others to improve their work.

CD5 Make careful and precise measurements so that joins, holes and opening are in exactly the right place.

CD6 Build more complex 3D structures and apply their knowledge of strengthening techniques to make them stronger or more stable.

CD7 Understand how to use more complex mechanical and electrical systems.

CD8 Know some of the work of Brunel.

CD9 Know some of the work of Stephenson.

CD10 Use Year 5/6 vocabulary: design brief, user, purpose, design specification, mock up, prototype.