



Whitestone Infant School
Progression of skills in Art and Design



Area of study	Reception	Year 1	Year 2
Drawing	<i>(Expressive Arts and Design – Creating with Materials ELG & Range 5 Writing, Fine Motor ELG, Speaking ELG)</i> 1. Talk about their marks and movements on the paper. 2. Understand that they can use lines to enclose a space. 3. Use enclosed shapes to represent objects. 4. Draw representations of objects, animals and people.	5. Develop representations of objects, animals and people. 6. Colour neatly within the lines. 7. Use appropriate lines/marks when drawing from observation. 8. Draw on different surfaces with a range of media. 9. Invent new shapes and patterns.	10. Use pencils, pastels, charcoal in their drawings. 11. Show patterns and textures in their drawings by adding lines and dots. 12. Investigate tone by drawing light/dark lines, light/dark patterns, light/dark shapes. 13. Explore shape.
Painting	<i>(Expressive Arts and Design – Creating with Materials ELG, Fine Motor ELG)</i> 1. Explore colour and begin to differentiate between colours. 2. <i>Explore</i> what happens when they mix colours together. 3. Choose particular colours for a purpose. 4. Explore the use of colour in their artwork.	5. Begin to select thick and thin brushes as appropriate. 6. Use ready mixed or powder paints to show their ideas. 7. Paint pictures from observation. 8. Mix and match colours to artefacts and objects. 9. Work on different scales. 10. Name the primary colours.	12. Work on different scales and select thick and thin brushes appropriately. 13. Name primary colours and secondary colours. 14. Mix secondary colours. 15. Create colour wheels. 16. Add white to colours to make tints. 17. Add black to colours to make shades and grey to make tones.

		11. Experience mixing primary colours to make secondary colours.	18. Create textured paint by adding sand, plaster.
Sculpture	<i>(Expressive Arts and Design – Creating with Materials ELG, Fine Motor ELG)</i> 1. Create 3D structures. 2. Construct stacking blocks vertically and horizontally, making enclosures and making spaces. 3. Manipulate malleable materials in a variety of ways including rolling and kneading. 4. Explore shape, form and space in 3d.	5. Use clay, dough, plasticine to explore sculpture. 6. Add texture to models using tools. 7. Make different scaled sculptures from paper, straws, card and other materials.	8. Make a clay pot or tile. 9. Explore carving (clay). 10. Experiment with joining recycled, natural and manmade materials to make structures. 11. Use 2d shapes to create 3d form.
Printing	<i>(Expressive Arts and Design – Creating with Materials ELG, Fine Motor ELG)</i> 1. Print using body parts (fingers, feet and hands) 2. Make rubbings to collect textures and patterns (from nature and manmade) 3. Print using printers from nature including food printers e.g. using fruit/veg, leaves, bark. 4. Make mirror prints (folding paper in half)	7. Use every day found printers to create artwork. 8. Use found printers to add to artwork which has been created using a different medium. 9. Create Monoprints* 10. Create own plate rubbings or rollers (using string, dried glue, foam etc). 11. Build repeating patterns using plate rubbings.	12. Explore overlaying of rubbings. 13. Create own printing pads or blocks. 14. Use printers to add to artwork which has been created using a different medium. 15. Use own printing pads or printing blocks to make multiple prints. 16. Experiment with overlaying and overprinting (motifs and changing colour).

	5. Explore clay printing 6. Print using own stencils* (negative image) e.g using card, masking tape, double sided sticky tape.		
Collage	<i>(Expressive Arts and Design – Creating with Materials ELG, Fine Motor ELG, Speaking ELG)</i> 1. Describe the textures of things. 2. Experiment to create different textures. 3. Use ideas involving fitting and over lapping. 4. Explore textures in 2d and 3d.	5. Create images from a variety of media e.g. photocopied material, fabric, crepe paper, magazines etc. 6. Arrange and glue materials to different backgrounds. 7. Sort and group materials for different purposes e.g. by colour or texture. 8. Cut, fold, tear and overlap paper, textiles, paper and card. 9. Work on different scales.	10. Collect, sort and arrange collage materials for a purpose. 11. Create own collages and group collages. 12. Mix paper and other materials with textures and appearances. 13. Create images from a variety of media including textured paper (building on from Y1).
Textiles	<i>(Expressive Arts and Design – Creating with Materials ELG, Fine Motor ELG, Speaking ELG)</i> 1. Describe the textures of things. 2. Experiment to create different textures. 3. Use ideas involving fitting and over lapping. 4. Explore textures in 2d and 3d.	5. Sort and group threads and fabrics by colour and texture, length, size and shape. 6. Change and modify threads and fabrics by knotting, fraying, fringing, pulling threads, twisting, plaiting. 7. Create fabrics (e.g. by weaving materials, grass through twigs, carrier bags on a bike wheel). 8. Make weavings with fabrics or threads.	12. Continue to change and modify threads and fabrics by knotting, fraying, fringing, pulling threads, twisting, plaiting. 13. Use glue and a running stitch to join fabrics. 14. Apply decorations (beads, feathers, buttons) by sewing. 15. Apply colour to fabric using dipping, fabric crayons, printing etc.

		9. Use weaving to create a pattern. 10. Cut and shape fabric using scissors. 11. Use glue to join fabrics.	16. Create and use dyes i.e. onion skins, tea, coffee.
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