



# YEAR 1 AND 2 ART PROGRESSION



<b>Generic skills</b>	<ul style="list-style-type: none"><li>• Record and explore ideas from first hand observations</li><li>• Ask and answer questions about the starting points for their work</li><li>• Develop their ideas - try things out, change their minds</li><li>• Explore the work of artists, craftspeople and designers from different times and cultures for differences and similarities.</li><li>• Review what they and others have done and say what they think and feel about it.</li><li>• Identify what they might change in their current work or develop in future work</li></ul>
<b>Drawing</b> 	<ul style="list-style-type: none"><li>• Experiment with a variety of media; pencils, rubbers, crayons, pastels, felt tips, charcoal, ballpoints, chalk</li><li>• Control the types of marks made with the range of media</li><li>• Name, match and draw lines/marks from observations. Invent new lines. Draw on different surfaces with a range of media. Use differently textured and sized media.</li><li>• Observe and draw shapes from observations. Draw shapes in between objects. Invent new shapes.</li><li>• Investigate tone by drawing light/dark lines, light/dark patterns, light dark shapes etc.</li><li>• Investigate textures by describing, naming, rubbing, copying.</li></ul>
<b>Painting</b> 	<ul style="list-style-type: none"><li>• Use a variety of tools and techniques including different brush sizes and types</li><li>• Mix and match colours to artefacts and objects</li><li>• Work on different scales</li><li>• Experiment with tools and techniques e.g. layering, mixing media, scrapping through</li><li>• Name different types of paint and their properties</li><li>• Identify primary colours by name</li><li>• Mix primary shades and tones</li><li>• Create textured paint by adding sand, plaster</li></ul>
<b>Printing</b> 	<ul style="list-style-type: none"><li>• Print with a range of hard and soft materials e.g. corks, pen barrels, sponge</li><li>• Make simple marks on rollers and printing palettes</li><li>• Take simple prints i.e. mono -printing</li><li>• Roll printing ink over found objects to create patterns e.g. plastic mesh, stencils</li><li>• Build repeating patterns and recognise pattern in the environment</li><li>• Create simple printing blocks with press print</li><li>• Design more repetitive patterns</li><li>• Experiment with overprinting motifs and colour</li><li>• Make rubbings to collect textures and patterns</li></ul>

<p><b>Textiles</b></p> 	<ul style="list-style-type: none"> <li>• Match and sort fabrics and threads for colour, texture, length, size and shape</li> <li>• Change and modify threads and fabrics, knotting, fraying, fringing, pulling threads, twisting, plaiting</li> <li>• Cut and shape fabric using scissors/snips</li> <li>• Apply shapes with glue or by stitching</li> <li>• Apply decoration using beads, buttons, feathers etc</li> <li>• Create cords and plaits for decoration</li> <li>• Apply colour with printing, dipping, fabric crayons</li> <li>• Create and use dyes i.e. onion skins, tea, coffee</li> <li>• Create fabrics by weaving materials i.e. grass through twigs, carrier bags on a bike wheel</li> </ul>
<p><b>3-D and sculpture</b></p> 	<ul style="list-style-type: none"> <li>• Manipulate malleable materials in a variety of ways including rolling and kneading</li> <li>• Explore sculpture with a range of malleable media</li> <li>• Manipulate malleable materials for a purpose, e.g. pot, tile</li> <li>• Understand the safety and basic care of materials and tools</li> <li>• Experiment with constructing and joining recycled, natural and manmade materials</li> <li>• Use simple 2-D shapes to create a 3-D form</li> <li>• Change the surface of a malleable material e.g. build a textured tile</li> </ul>
<p><b>Collage</b></p> 	<ul style="list-style-type: none"> <li>• Create images from a variety of media e.g. photocopies material, fabric, crepe paper, magazines etc</li> <li>• Arrange and glue materials to different backgrounds</li> <li>• Sort and group materials for different purposes e.g. colour texture</li> <li>• Fold, crumple, tear and overlap papers</li> <li>• Work on different scales</li> <li>• Collect, sort, name match colours appropriate for an image</li> <li>• Create and arrange shapes appropriately</li> <li>• Create, select and use textured paper for an image</li> </ul>
<p><b>Digital media</b></p> 	<ul style="list-style-type: none"> <li>• Explore ideas using digital sources i.e. internet, CD-ROMs</li> <li>• Record visual information using digital cameras, video recorders</li> <li>• Use a simple graphics package to create images and effects with</li> <li>• Lines by changing the size of brushes in response to ideas</li> <li>• Shapes using eraser, shape and fill tools</li> <li>• Colours and Texture using simple filters to manipulate and create images</li> <li>• Use basic selection and cropping tools</li> </ul>