

Art and Design Skills and Knowledge Progression 2025-26

To be read in conjunction with the Kapow progression document.

		Year 1		Year 2	Year 3	Year 4	Year 5	Year 6
Making Skills	Drawing	Explore mark making, experiment with drawing lines and use 2D shapes to draw 2D shapes, 3D shapes, shading,	Explore drawing techniques, begin to apply tone to describe form, develop skill and control with a range of drawing materials. Sketch, self-portrait	Develop drawing skills by drawing from direct observation, applying and using geometry and tonal shading when drawing. Use a range of drawing media. Shading, facial features, sketching,	Draw still life from observation and for mark making. Further develop understanding of geometry and mathematical proportion when drawing. Preparatory drawing, geometric pattern	Further develop drawing from observation. Draw using perspective, mathematical processes, design, detail and line. Shading, pictograms, diagram,	Learn and apply new drawing techniques such as negative drawing, chiaroscuro, expression, sketching and still life. Chiaroscuro, still life, abstract,	
	Painting	Develop skill and control when painting. Paint with expression.	Further improve skill and control when painting. Paint with creativity and expression.	Increase skill and control when painting. Apply greater expression and creativity to own paintings.	Develop skill and control when painting. Paint with expression. Analyse painting by artists.	Control brush strokes and apply tints and shades when painting. Paint with greater skill and expression.	Paint with greater skill and control, applying tonal techniques and more complex colour theory to own work.	
	Craft, design, materials and techniques	Learn a range of materials and techniques such as clay-etching, printing and collage Printing, collage, etching, pattern, symmetrical, textile.	Use a range of materials to design and make products including craft, weaving, printmaking, sculpture and clay. Over-printing, rubbing, frottage, air drying clay, ceramics, concentric circles, score, sculpture	Use materials such as paper weaving, tie dying, sewing and other craft skills to design and make products. Running-stitch, weave, weft, warp, interior designer, charcoal	Make art from recycled materials, create sculptures, print and create using a range of materials. Learn how to display and present work. Score, crotchet,	Create mixed media art using found and reclaimed materials. Select materials for a purpose. Architects, plaque,	Create photomontages, make repeat patterns using printing techniques, create digital art and 3D sculptural forms. Cuboid, polyprint tile.	
	Colour	Remember the primary colours and how to mix them to create secondary colours. Create shades of a colour and choose and justify colours for purpose. Primary and secondary colours,	Mix, apply and refine colour mixing for purpose using wet and dry media. Describe their colour selections.	Increase awareness and understanding of mixing and applying colour, including use of natural pigments. Use aspects of colour such as tints and shades, for different purposes. Tint	Analyse and describe colour and painting techniques in artists work. Manipulate colour for print.	Select and mix more complex colours to depict thoughts and feelings.	Mix and apply colours to represent still life objects from observation. Express feelings and emotions through colour. Study colours used by Impressionist painters. Colour wheel,	

	Form	<p>Learn about form and space through making sculptures and developing language.</p> <p>Sculpture</p>	<p>Extend their practical ability to create 3D sculptural forms and begin to understand how to represent form when drawing.</p>	<p>Further develop their ability to describe 3D form in a range of materials, including drawing.</p> <p>synthetic materials,</p>	<p>Develop their ability to describe and model form in 3D using a range of materials.</p> <p>Analyse and describe how artists use and apply form in their work.</p>	<p>Further extend their ability to describe and model form in 3D using a range of materials.</p>	<p>Express and articulate a personal message through sculpture.</p> <p>Analyse and study artists' use of form.</p>
	Line	<p>Use, express and experiment with line for purpose, then use appropriate language to describe lines.</p> <p>Horizon line,</p>	<p>Draw lines with increased skill and confidence. Use line for expression when drawing portraits.</p>	<p>Express and describe organic and geometric forms through different types of line.</p> <p>Line drawing,</p>	<p>Learn and apply symmetry to draw accurate shapes. Analyse and describe how artists use line in their work.</p>	<p>Extend and develop a greater understanding of applying expression when using line.</p>	<p>Deepen knowledge and understanding of using line when drawing portraits. Develop greater skill and control. Study and apply the techniques of other artists.</p> <p>Parallel lines</p>
	Pattern	<p>Understand patterns in nature, design and make patterns in a range of materials.</p>	<p>Learn a range of techniques to make repeating and non-repeating patterns.</p> <p>Identify natural and man-made patterns.</p> <p>Create patterns of their own.</p> <p>Repeating patterns,</p>	<p>Construct a variety of patterns through craft methods.</p> <p>Further develop knowledge and understanding of pattern.</p>	<p>Create original designs for patterns using geometric repeating shapes.</p> <p>Analyse and describe how other artists use pattern.</p> <p>Sequential order, symmetrical, reflection,</p>	<p>Construct patterns through various methods to develop their understanding.</p> <p>Symmetrical,</p>	<p>Represent feelings and emotions through patterns. Create sophisticated artwork using their knowledge of pattern.</p> <p>Zentangle pattern,</p>
	Shape	<p>Identify, describe and use shape for purpose.</p>	<p>Compose geometric designs by adapting the work of other artists to suit their own ideas.</p> <p>3D drawing,</p>	<p>Identify, draw and label shapes within images and objects.</p> <p>Create and form shapes from 3D materials.</p> <p>3D form, three-dimensional, geometrics shapes,</p>	<p>Create geometric compositions using mathematical shapes. Analyse and describe the use of shape in artist's work.</p> <p>2D shapes,</p>	<p>Composing original designs by adapting and synthesising the work of others.</p> <p>Analyse and evaluate artists' use of shape.</p>	<p>Fluently sketch key shapes of objects when drawing. Create abstract compositions using knowledge of other artists' work.</p> <p>Abstract, compositions,</p>

	Texture	Use materials to create textures.	Identify and describe different textures. Select and use appropriate materials to create textures.	Analyse and describe texture within artists' work.	Use a range of materials to express complex textures.	Develop understanding of texture through practical making activities. Collage,	Understand how artists manipulate materials to create texture.
	Tone	Understand what tone is and how to apply this to their own work. Tone, shading,	Experiment with pencils to create tone. Use tone to create form when drawing.	Develop skill and control when using tone. Learn and use simple shading rules. Shading, tone,	Use a variety of tones to create different effects. Understand tone in more depth to create 3D effects. Analyse and describe use of tone in artists' work.	Develop an increasing sophistication when using tone to describe objects when drawing. Analyse artists' use of tone.	Increase awareness of using tone to describe light and shade, contrast, highlight and shadow. Manipulate tone for halo and chiaroscuro techniques. Chiaroscuro, techniques,
Evaluation		Recognise and describe key features of their own and other's work. Describe what they feel about their work and the art of others.	Compare other's work, identifying similarities and differences. Describe choices and preferences using the language of art.	Discuss own and other's work using an increasingly sophisticated use of art language (formal elements). Reflecting on their own work in order to make improvements.	Build a more complex vocabulary when discussing your own and others' art. Use their own and other's opinion of work to identify areas of improvement.	Develop a greater understanding of vocabulary when discussing their own and others' work. Regularly analysing and reflecting on their intentions and choices.	Use the language of art with greater sophistication when discussing own and others art. Give reasoned evaluations of their own and others work which takes account of context and intention.
Vocab		Abstract, composition, modern art, op art, optical illusion, photorealism, pop art, contemporary, drawing mediums, narrative, figurative, impressionism	Tessellation, repeating pattern, dada, surrealism, pop art, blend, choreograph, collaboration, contemporary, mixed media.	Guidelines, template, cartoonist, minimal opaque, puppet, style, prehistoric, native, proportions, stone age.	Abstract, charcoal, lenticular lens, optical illusions, thematic, narrative, re-enact, composition, maracas, percussion, pitch, quaver, recycle, sketch, wax resist.	Abstract, amphitheatre, cryptic, legacy, ornate, representation, annotation, portrait, emojis, mural, collaboration, pitch, prototype,	Herringbone, milliner, mindfulness, pattern, prototype, symbolism, figurative, graffiti, serif, digital, expression, macro, technique, truism, charcoal, greyscale, hue,