



Primary Art and Design Progression Statements

Year Group	Drawing	Painting & Colour	Sculpture / 3D Construction	Textiles / Mixed Media	Digital Art	Artist Knowledge	Evaluation & Vocabulary
Year 1	<ul style="list-style-type: none"> • Explore simple lines, shapes and features for self-portraits. • Use mirrors to observe and draw faces and bodies. 	<ul style="list-style-type: none"> • Experiment with colour mixing (simple). • Use bright colours for festival themes. • Explore warm/cool contrasts. 	<ul style="list-style-type: none"> • Build simple structures using recycled materials (jungle habitats). • Create clay divas and simple 3D forms. 	<ul style="list-style-type: none"> • Explore textures using rubbings, collage, natural materials. • Create sensory sea art. 	<ul style="list-style-type: none"> • Not formally introduced. 	<ul style="list-style-type: none"> • Learn about portrait artists (Picasso, Kahlo). • Learn about cultural festival art. 	<ul style="list-style-type: none"> • Describe simple features of art (colour, shape, texture). • Begin to say what they like and why.
Year 2	<ul style="list-style-type: none"> • Improve portrait drawing with proportion and expression. • Study features from famous portraits. 	<ul style="list-style-type: none"> • Mix primary/secondary colours. • Explore tone, shade, and warm/cool palettes. 	<ul style="list-style-type: none"> • Create circus artefacts using magnets and 3D construction skills. • Build simple clay, collage and model pieces. 	<ul style="list-style-type: none"> • Combine materials for texture (collage, rubbings). • Create cultural food and water-themed pieces. 	<ul style="list-style-type: none"> • Not formally introduced. 	<ul style="list-style-type: none"> • Study Picasso, Van Gogh, Kahlo, Hokusai, Monet. • Understand festival symbolism. 	<ul style="list-style-type: none"> • Identify techniques used (shading, printing, tone). • Talk about choices in their own art.
Year 3	<ul style="list-style-type: none"> • Draw imaginary creatures with detail (Monsters & Aliens). • Explore shading, shadow, and texture. 	<ul style="list-style-type: none"> • Create warm/cool palettes, tints & tones. • Explore African desert colours. • Use painting for emotional impact. 	<ul style="list-style-type: none"> • Build Viking longships, shields, masks, 3D patterns. • Create simple clay or papier-mâché models. 	<ul style="list-style-type: none"> • Use mixed media for collage and pattern (African, Ancient patterns). 	<ul style="list-style-type: none"> • Introduced at basic level (photography, simple layout). 	<ul style="list-style-type: none"> • Learn about African pattern work, Roman mosaics, artist inspirations for colour and pattern. 	<ul style="list-style-type: none"> • Use vocabulary: warm/cool, blending, silhouette, texture. • Compare artwork from different cultures.

Year 4	<ul style="list-style-type: none"> • Draw characters showing movement and emotion (Book illustration). • Improve proportion and line control. 	<ul style="list-style-type: none"> • Explore Asian colour symbolism. • Develop brush control & watercolour techniques. • Create pop-art inspired by Warhol. 	<ul style="list-style-type: none"> • Build shelters and structures (People Who Help Us). • Create Greek clay pottery. 	<ul style="list-style-type: none"> • Use collage, printing, mandalas and recycled art for environmental themes. 	<ul style="list-style-type: none"> • Digital art lightly introduced (simple tools). 	<ul style="list-style-type: none"> • Study illustrators (Blake, Carle), Warhol, Asian artists, Greek pottery. 	<ul style="list-style-type: none"> • Evaluate structures and designs. • Use precise art vocabulary (pattern, form, texture, tone).
Year 5	<ul style="list-style-type: none"> • Improve portrait accuracy and shading (My Family). • Architectural drawing for London studies. 	<ul style="list-style-type: none"> • Explore global colour palettes and expressive painting. • Study Impressionism (Monet). 	<ul style="list-style-type: none"> • Build 3D Tudor/Great Fire houses. • Construct landscapes using layered media. 	<ul style="list-style-type: none"> • Create cultural art, world patterns, collage and textural pieces. • Mixed-media space art. 	<ul style="list-style-type: none"> • Begin digital editing and digital composition. 	<ul style="list-style-type: none"> • Study Monet, space artists, global artistic traditions, Picasso (cubism). 	<ul style="list-style-type: none"> • Critique their own work using artist language. • Explain cultural influences.
Year 6	<ul style="list-style-type: none"> • Draw movement using gesture lines (Move It). • Detailed observational drawing of insects and architecture. 	<ul style="list-style-type: none"> • Explore European painting styles (Van Gogh, Matisse, Kandinsky, Monet). • Use expressive colour and blending. 	<ul style="list-style-type: none"> • Build kinetic sculptures, volcano models, home models. • Construct detailed 3D forms. 	<ul style="list-style-type: none"> • Create layered rainforest collages, environmental art, textured pieces. 	<ul style="list-style-type: none"> • Use digital software for illustration and layering (Fairy Tales). 	<ul style="list-style-type: none"> • Study Calder (kinetic sculpture), European artists, environmental artists (O'Keeffe, Goldsworthy). 	<ul style="list-style-type: none"> • Write reflective evaluations using precise art vocabulary. • Analyse styles, cultural influences, and techniques.