



Progression of Skills: Art and Design

Mixed-Age & 2-Year Cycle Design

Art & Design is organised into a 2-year rolling cycle (Cycle 1 and Cycle 2). This ensures:

- Coverage without repetition
- Clear progression in skills and knowledge
- Consistency across mixed-age classes

EYFS is fully integrated into this structure, providing the foundational experiences that underpin later skill development across Key Stages 1 and 2.

Cycle	Focus	Progression Rationale
Cycle 1	Introduce and explore key skills	Builds foundational techniques and confidence
Cycle 2	Refine, apply and evaluate skills	Deepens control, precision and independence

Implementation principle:

Teachers adapt expectation, independence, tools and outcomes rather than changing the curriculum content for different ages. In EYFS, this is achieved through carefully planned continuous provision, adult modelling and guided activities.

Curriculum Threads (Golden Strands)

Progression is planned through five consistent strands, revisited across both cycles, key stages and EYFS:

- Drawing
- Painting & Colour
- Sculpture & 3D
- Craft, Design & Making
- Evaluating & Knowledge of Artists

These strands ensure curriculum coherence, enabling pupils to connect learning across time.

Skills Progression Sequence

Drawing

Phase	Cycle 1	Cycle 2
EYFS	Explore mark making using a range of tools and materials	Create representational and observational drawings with increasing control
KS1 (Y1/2)	Explore line, shape and mark-making	Use line with greater control and detail
Lower KS2 (Y3/4)	Record ideas in sketchbooks; explore tone	Draw from observation with accuracy and shading
Upper KS2 (Y5/6)	Combine techniques for effect	Apply proportion, perspective and detail independently

Painting & Colour

Phase	Cycle 1	Cycle 2
EYFS	Explore colour through painting, mixing and experimentation	Use colour purposefully to represent ideas and experiences
KS1	Explore primary colours and tools	Mix colours and control brush strokes
Lower KS2	Mix a wider range of colours	Use colour to create mood and effect
Upper KS2	Experiment with tone and shade	Select and layer colours intentionally

Sculpture & 3D

Phase	Cycle 1	Cycle 2
EYFS	Manipulate malleable materials to explore form	Design and create simple 3D forms with detail
KS1	Manipulate malleable materials	Join and add detail purposefully
Lower KS2	Create simple 3D forms	Combine materials securely
Upper KS2	Plan 3D outcomes	Create stable, detailed sculptures

Craft, Design & Making

Phase	Cycle 1	Cycle 2
EYFS	Safely explore tools and materials through guided making	Select and use tools independently to create outcomes
KS1	Use basic tools and joining techniques	Choose tools with increasing independence
Lower KS2	Combine materials creatively	Refine techniques for quality
Upper KS2	Design for a purpose	Evaluate and adapt designs during making

Evaluating & Knowledge of Artists

Phase	Cycle 1	Cycle 2
EYFS	Talk about their creations and those of others	Begin to describe processes and choices
KS1	Talk about own work and artists	Suggest improvements using simple vocabulary
Lower KS2	Compare artists and styles	Explain choices using art vocabulary
Upper KS2	Analyse artists' work	Make informed links between artists, techniques and outcomes

Assessment & Impact

Progress is demonstrated through:

- Increasing technical control
- More purposeful decision-making
- Growing use of subject-specific vocabulary
- Improved quality and independence of outcomes

Evidence includes:

- Sketchbooks and/or floor books
- Finished pieces
- Teacher observation
- Pupil voice
- Photographic evidence

Assessment focuses on what pupils know and can do, not just the finished product.