

# Progression in Art

The threads of **drawing, painting and analysing and evaluation** have been chosen as they are the most pertinent threads that run through many, if not all, units and they are most important in order to develop proficient artists

## Drawing

- produce creative work, **exploring their ideas and recording their experiences**
- become proficient in **drawing**, painting, sculpture and other art, craft and design techniques
- to use **drawing**, painting and sculpture to develop and share their ideas, experiences and imagination
- to improve their mastery of art and design techniques, including **drawing**
- to use a range of techniques to **record their observations**
- to increase their **proficiency in the handling of different materials**

## Painting

- produce creative work, **exploring their ideas and recording their experiences**
- become proficient in drawing, **painting**, sculpture and other art, craft and design techniques
- to use drawing, **painting** and sculpture to develop and share their ideas, experiences and imagination
- to improve their mastery of art and design techniques, including **painting**
- to use a range of techniques to **record their observations**
- to increase their **proficiency in the handling of different materials**

## Analysing & Evaluation

- learn about the work of a range of artists, craft makers and designers.
- **evaluate and analyse creative works** using the language of art, craft and design.
- **analyse and evaluate their own work, and that of others**, in order to strengthen the visual impact or applications of their work.

# Progression map overview

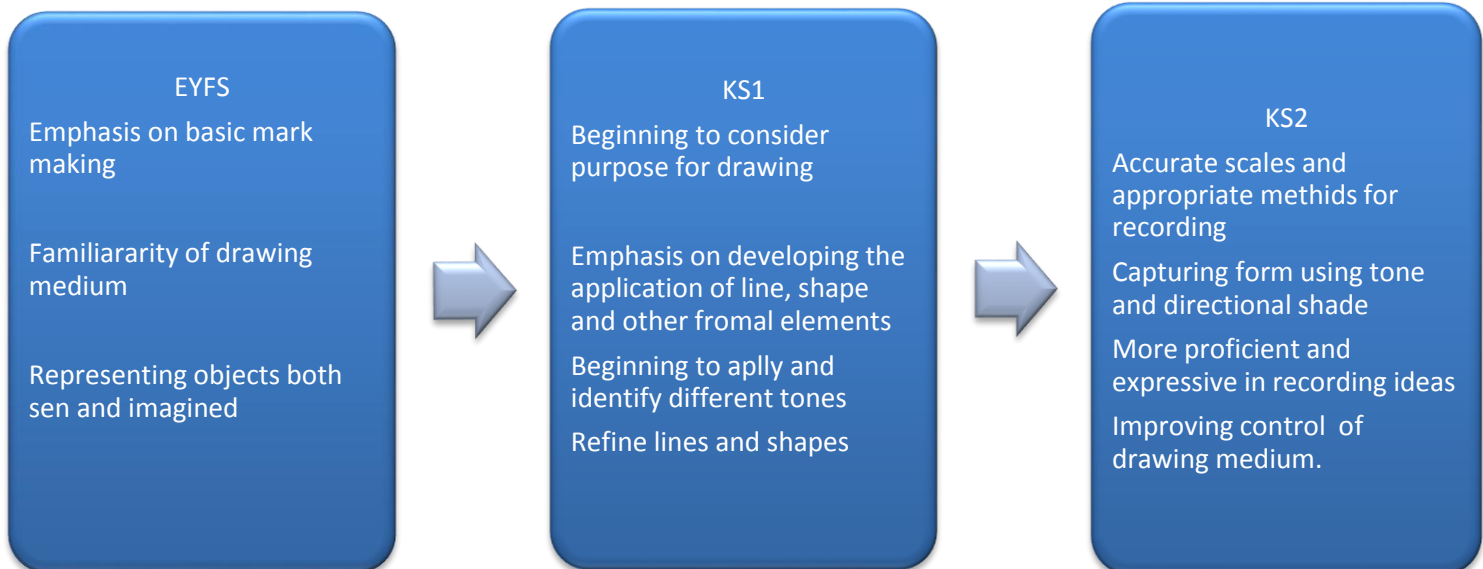
## Drawing

*Drawing has creative, expressive and educational value; it remains fundamental to translating and analysing the world. It is central and pivotal to the work of many artists and designers- a touchstone and tool of creative exploration that informs visual discovery. It fundamentally enables the visualisation and development of perception and ideas. The act of drawing is an integral means to visually translate, document, record and analysis the world we inhabit. The role of drawing in education remains critical and not just to the creative disciplines in art and design that it is foundational.*

### National Curriculum for Art & Design

- produce creative work, exploring their ideas and recording their experiences
- become proficient in drawing, painting, sculpture and other art, craft and design techniques
- to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination
- to improve their mastery of art and design techniques, including drawing
- use a range of techniques to record observations
- to increase their proficiency in the handling of different materials

Why Drawing?



## Progression map overview

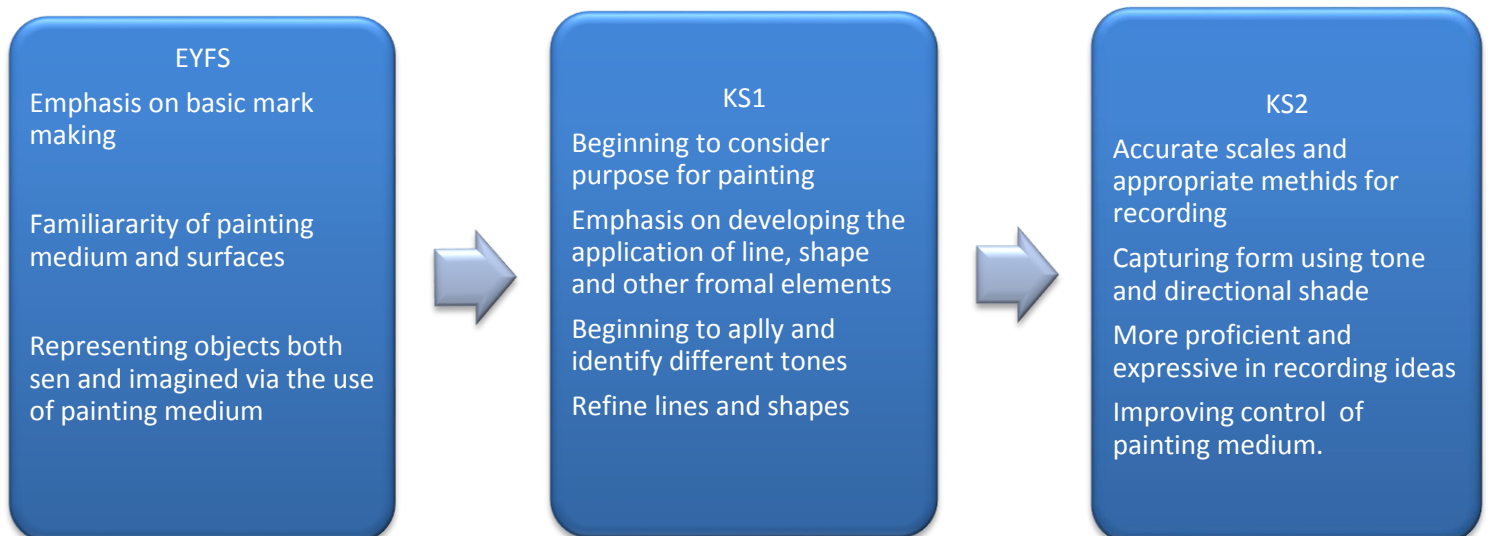
### Painting

*Painting is central to an artist's ability to capture and understand the world. It is essential to fostering the creativity of children and nurturing emotional growth. Painting can be the communication of emotions and feelings through visual language and the use of different colours means they can express themselves without the use of words. It plays an integral role for many artists in exploration. It fundamentally enables the visualisation, development and presentation of ideas. It is a means to translate, document, record and analyse the worlds we experience.*

#### National Curriculum for Art & Design

- produce creative work, exploring their ideas and recording their experiences
- become proficient in drawing, painting, sculpture and other art, craft and design techniques
- to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination
- to improve their mastery of art and design techniques, including drawing
- use a range of techniques to record observations
- to increase their proficiency in the handling of different materials

Why Painting?



## Progression map overview

### *Analysing and Evaluating*

#### National Curriculum for Art & Design

- Learn about a range of artists, craft makers and designers.
- Evaluate and analyse creative works using the language of art, craft and design.
- To analyse and evaluate their own work, and that of others in order to strengthen the visual impact or applications of their work.

*The purpose of a visual analysis is to recognise and understand the visual choices that the artist made in creating their artwork. By observing and talking about the different elements of a piece of artwork, the children will come to a better understanding of the artwork as a whole. Art history portrays a subjective view of the past and as art historians' students will experience cultures are more distant in time and space.*

Why Analysing and  
Evaluating?

#### EYFS

Identify what they can see in an artists work or their own work  
Begin to build narratives when looking at works of art  
Focus on colour in an artwork



#### KS1

Beginning to make connections between an artists work and their own.  
Identify themes in a works of art  
Developing their knowledge in the elements of art.  
Reflect on their own work.



#### KS2

Analysing artworks in more detail with regards to content, context and symbolic references  
Gain knowledge of artists influences and impact on their own choices  
Begin to consider the different characteristics of works of art across different movements