

	Key learning		Small steps of progress								Links to Year 1 curriculum	
Painting Key vocabulary: F1 Brush	Know how to use different types of paint	Loads ready r paint onto a b		• •		an when dy colours ge for	the water and onto the water colour block		d then with correct Reci		tes powder paint n water to the rect consistency ite numbers from 20 and beyond	Understand watercolour is a media which uses water and pigment. Understand we can
Paint <u>F2</u> Brush Paint Mix	Colour mixing	colours		me Able to primary to make seconda colours		colours black paint to alter tint or			Colour matching to a specific colour and shade	use a variety of brushes, holding them in a variety of ways to make watercolour marks.		
	Use tools to paint	Hold a paintbrush in the palm of their hand	Enjoys hands, and fir to pair	, feet ngers	Use · brusl	thick	Use thir brushes add det	to	Hold a paintb using o tripod	rush 1	additional tools	Explore watercolour in an intuitive way to build understanding of the properties of the medium. Paint without a fixed image of what you are painting in mind. Respond to your painting, and try to "imagine" an image within.

					Work back into your painting with paint, pen or coloured pencil to develop the imaginative imagery.
Printing Key vocabulary: F1 Dip Print F2 Dip Print Pattern	Can print	Print with large blocks and larger sponges or with resources that use gross motor skills	Print with small blocks, small sponges, fruit, shapes and other resources that use fine motor skills	Create patterns or meaningful pictures when printing	Understand prints are made by transferring an image from one surface to another. Understand relief prints are made when we print from raised images (plates). Use hands and feet to make simple prints, using primary colours. Collect textured objects and make rubbings, and press them into plasticine to create plates/prints.

range of lines use straight circles and triangles and of different of different is a physical activ								Explore concepts like "repeat" "pattern" "sequencing".	
Key vocabulary: vocabulary:and shapesdrawing tools with some control to make markslines, curved lines, crosses and dotssquaresdiamondssizesthicknessUnderstand there a relationship between drawings paper (2d) and making (3d).draw markCan draw people marksDraws faces with portrait with lineDraws a potato personDraws a potato personDraws a potato personDraws a potato more detailDraws a portrait with more detailDraws a portrait with more detailDraws a portrait of portraitExplore lines made by a drawing tool, by a drawing tool, by a drawing tool, and more detail	Drawing	Can draw a	Hold and Draws	Draws	Draws		Draws lines	Draws lines	Understand drawing
vocabulary: F1 mark draw F2 draw mark line mark line mark line Tangle Can draw people mark line tools with some crosses and dots between drawings paper (2d) and making (3d). Draws a potato with bodies with portrait with detailed portrait of bodies of by a drawing tool,			_		_				is a physical activity.
F1 mark draw f2 marks F2 draw mark line		and shapes		curved squares	diamor	nds	sizes	thickness	Understand there is
mark draw F2 marks draw Can draw people Draw a potato person features more detail more detail portrait bodies of by a drawing tool,			•	e and					'
draw F2 marks draw Can draw people Draw a potato person features more detail more detail more detail mark bodies of mark making (3d). making (3d). making (3d).			3. 3333	s unu					
draw mark line Can draw people Draw a potato with person features Draws a bodies with more detail more detail Draws a portrait with detailed portrait bodies of by a drawing tool,									• •
mark line potato with bodies with portrait with detailed portrait of bodies of by a drawing tool,	<u>F2</u>		marks						
line person features more detail more detail portrait bodies of by a drawing tool		Can draw people		•					
production of the state of the								•	· •
[[[]] [] [] [] [] [] [] [] [line						•		
			.=	· –					fingers, wrist, elbow
				, ,	,,,,,		•	_	shoulder and body.
			no body or					·	Work at a scale to
neck) accommodate			•						
Can draw Draws simple Draws accurate Draws representations of objects, exploration.			•				•	•	exploration.
objects, representations of representations of buildings and landscapes from			· ·		, 1	_	•		Divisite diagnosticati
buildings and objects from objects, buildings and memory with increasing detail Pupils draw from		_	•	•			with increasing		
landscapesobservationlandscapes from observingpaused film, observing detail		ianascapes	observation	•					l •

	Can use colour in their drawings	Name primary colours	Name secondary colours	_	Select c for a pu		corre of pa to wh	et the ect colou per linke nat they rawing	ır ed	Alter colour to meet the desired effect e.g. with chalk	using pencil, graphite, handwriting pen. Pupils draw from first hand observation, observing detail using materials above plus pastel, oil pastel and or pencil crayon.
	Can talk about what they have drawn	Ascribe meaning marks that they	- /		what th	e they mo		begins	to shound,	aneously and ow their own interests and	
Collage Key vocabulary: F1 cut stick	Use different resources to join materials	Use glue sticks	Use glue spreaders o pva glue		Use masking tape		Join items with sellotape independently		variety of ways		Understand collage is the art of using elements of paper Understand we can create our own papers with which to
F2 cut stick join	Create a collage	Product is all on texture	one Adds other materials to models (tiss paper, glitte		•	improve (scrunch			boxe	us how to secure es, toilet rolls, rate bottles	collage. Collage with painted papers exploring

	Use vocabulary to describe texture	Use the language and bumpy to detecture			to des	guage bendy cribe the	y and	to des	cribe	range of vocab the texture- id, silky etc.	colour, shape and composition. Combine collage with making by cutting and tearing drawn imagery, manipulating it into simple 3d forms to add to sculpture
Sculpture Key vocabulary:	Build models	Builds towers by stacking objects							cate those in	Understand that sculpture is the name sometimes given for artwork	
roll pinch F2 roll pinch twist squash	Manipulates malleable materials	Explores malleable materials	Makes mark malleable materials	ks in		ble ials (rolls, squashes, es,	malled mater look l some	rials to ike thing	1	Creates a papier mache sculpture with support	which exists in three dimensions. Use a combination of two or more materials to make
	Use natural materials to create a sculpture	twists) recognisable. Can use a variety of natural resources to create a sculpture								sculpture. Use construction methods to build. Work in a playful, exploratory way,	



							responding to a simple brief.
Textiles Key vocabulary: F1 weave material F2 weave material sew	Weave and sew	Weave materials (gross motor skills)	Weave materi motor skills)	als (fine	Sew a running stitch into holepunched material using a needle		Know how to make a variety of shapes and structures. Know how to create cords and plaits for decoration. Know how to experiment with constructing and joining recycled, natural and manmade materials.
Music	Responds to music	emotion through mu	alks about how usic makes them eel.	Responds to n	nusic.	Enjoys listening to music.	Listen with concentration and understanding to a range of high-quality live and recorded music.
	Use instruments	Explores instruments ar is beginning to name the (drum, tambourine, maraca, triangle)		also including	•	how to use a wide y of instruments	Experiment with, create, select and combine sounds using

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Can create a simple beat	Can clap along t beat (pulse)	and quiet mamics) simple Make (temp		a given instrumen e beat	t to a	a Selects own instruments and plays them in time to music, matching the beat. Make high and low pitch sounds (pitch)		inter-related dimensions of music. Play tuned and untuned instruments musically.
Explores dynamics, tempo or pitch	Make loud and a sounds (dynamic			e fast and slow sou po)	nds			
Begin to create their own compositions	Beginni	ng to write ov	wn coi	npositions using symbols, pictures or patterns				
Can sing	Knows some words when singing	Sings in a small group		Sings in a group, trying to keep in time	Sings in a group, matching pitch and following melody		Sings by themselves, matching pitch and following melody	Use their voices expressively and creatively by singing songs and speaking chants and rhyme.

	Dances to music	Moves to music	Copies basic actions Watches dances and	Learns short routines, beginning to match pace	Learns longer dance routines, matching pace	Know how to copy, explore and remember basic movements and body patterns.
	Watches dance performances	Beginning to watch performances for short periods of time Watches dances an performances		Shares likes and dislikes about dances/performance s	Replicates dances and performances	Know how to link movements to sounds and music.
Role Play	Uses their imagination to tell a story	Plays with familiar resources	Uses own experiences to develop storylines	Uses experiences and learnt stories to develop storylines	Uses imagination to develop own storylines	
	Uses resources to tell a story	Uses simple small world (farm, cars, trains, dolls)	Participates in small world play related to rhymes and stories	Enhances small world play with simple resources	Enhance with resources that they pretend are something else	
Independen ce	Selects the correct paper needed	Takes one piece of paper from a pile	Choose a piece of paper from a selection of 2/3 colours	Chooses paper from a wide selection and of which is appropriate to the task (black paint on white paper, white paint on black)	Begins to paint on other materials – card, fabric, clay	
	Creates and evaluates their art	Creates their own piece of art	Creates their own piece of art and gives meaning	Creates their own piece of art and begins to self-correct any mistakes	Returns to work on another occasion to edit and improve	

1	Work	Children work	Works with a friend,	Creates collaboratively,	
	collaboratively	independently to develop	copying ideas and developing	sharing ideas with peers and	
		basic skills	skills together	developing skills further	
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North Clifton Primary School - EYFS Expressive Art and Design progression model

Taught in F2-	
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Key learning/Vocabulary	Small steps of progress-Development Matters			
			Explore, use and refine a variety of artistic effects to express their ideas and feelings.	
			Return to and build on their previous learning, refining ideas and developing their ability to represent them.	
			Create collaboratively, sharing ideas, resources and skills.	
Play	Takes part in simple pretend paly, using an object to represent something else even though they are not similar.	Begin to develop complex stories using small world equipment like animal sets, dolls and doll houses etc.	Develop story lines in pretend play.	
		Make imaginative and complex 'small worlds' with blocks and construction kits, such as a city with different buildings and a park.		
Materials	Explore different materials freely, to develop their ideas about how to use them and what to make.	Develop their own ideas and then decide which materials to sue to express them.		
		Join different materials and explore different textures.		
Drawing/painting Brush Paint Mix Mark Make Draw Line	Create closed shapes with continuous lines, and begin to sue these shapes to represent objects.	Draw with increasing complexity and detail, such as representing a face with a circle and including details.		

North Clifton Primary School - EYFS Expressive Art and Design progression model

Taught in F1, Recapped in F2-

	Use drawing to represent ideas like movement or loud noises.	Show different emotions in their drawings and paintings, like happiness, sadness, fear etc,	
	Explore colour and colour mixing		
Listening/Singing/Music	Listen with increased attention to sounds.	Sing the pitch of a tone sung by another person ('pitch match')	Listen attentively, move to and talk about music, expressing their feelings and responses.
	Respond to what they have heard, expressing thoughts and feelings.	Create their own songs or improvise a song around one they know.	Sing in a group or on their own, increasingly matching the pitch and following the melody.
	Remember and sing entire songs		Explore and engage in music making dance, performing solo or in groups.
	Play instruments with increasing control to express their feelings and ideas.		