



Mandeville Primary School

Art & Design Progression Map (Nursery–Year 6)

Curriculum Intent

“Creativity Takes Courage” – Henry Matisse

At Mandeville, we strive to create an engaging Art and Design curriculum that inspires and challenges each child, enabling them to express their individuality and develop their own style. We encourage children to think critically about their own work and the work of others, using inspiration from a variety of sources and merging these to create their own compositions.

Our Art Curriculum gives children the opportunity to:

- Develop and refine their range of artistic skills and techniques, using different styles and media.
- Learn about art movements throughout history and how they have contributed to our nation, thus gaining a deeper understanding of our culture and diversity.
- Explore the impact of artists, architects and designers on our local area.
- Form and express their own opinions when reacting to art, craft, design and architecture.
- Have the confidence to experiment, take risks, invent and express themselves creatively.
- Be inspired to develop a life-long appreciation for art and find genuine enjoyment in creating their own.

Curriculum Organisation

At Mandeville, children begin their Art and Design learning journey in the Early Years Foundation Stage, where they experience elements of Art and Design through adult-led activities and continuous provision. Artists and movements have been selected and chronologically sequenced to ensure that children build upon their previous learning as they progress through the school. The skills and knowledge gained through each art topic are progressively built upon each year, allowing children to experiment with and master different techniques and showcase their learning at the end of each unit.

The National Curriculum for Art and Design for KS1 and 2 aims to ensure that all pupils:

- produce creative work, exploring their ideas and recording their experiences.
- become proficient in drawing, painting, sculpture and other art, craft and design techniques.
- evaluate and analyse creative works using the language of art, craft and design.
- know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms.

At Mandeville, we believe that Art and Design is a fundamental aspect of a broad and balanced curriculum, giving children the opportunity to invent, create and express themselves. Children are encouraged to use a range of materials creatively to design and make products, both individually and collaboratively. Art lessons at Mandeville provide children with the opportunity to share their experiences and imagination through drawing, painting, printing, collage and sculpture. As children progress through the school, they develop their understanding of aspects of art including line, colour, shape, and tone. Children in KS2 develop a portfolio of art in sketchbooks, enabling them to reflect upon and evaluate their own and others work. Art is taught as a discrete subject, but the skills gained are often used in other aspects of the curriculum. To understand the significance of art in our everyday lives, children study architecture and design in our local area and recognise the numerous and varied career opportunities linked to Art.

At Mandeville, we enrich our Art and Design curriculum with visitors, trips and our whole school Creative Arts Week.

Art Concepts and Threads

Art Thread	How understanding develops across the curriculum
Drawing	Developing line, tone, texture, observation, proportion and composition.
Painting & Colour	Exploring colour mixing, colour relationships, brushwork and visual effects.
Sculpture & 3D Form	Building, joining, shaping and refining forms in clay and other materials.
Printing & Collage	Transferring images, constructing layers, creating pattern and combining media.
Artists, Architects & Designers	Understanding artistic movements, individual practices, cultural context and local design.
Developing & Evaluating Ideas	Researching, experimenting, making choices, explaining outcomes and refining work.

Substantive Knowledge Progression

Phase	Drawing	Painting & Colour	Sculpture & 3D	Printing & Collage	Artists & Movements
Nursery	Draw faces, movement and feelings using marks, lines and enclosed shapes.	Explore colour mixing; use large brushes and rollers to make marks.	Join paper and tissue with glue; explore materials and textures.	Make patterns and marks with different tools and media.	Explore self-representation and respond to music through art.
Reception	Use increasingly controlled pencils to draw people and objects with more accurate shapes and sizes.	Mix primary colours; select colours for portraits; use paint and pastels.	Manipulate clay to make lamps and sculptures; model shapes.	Create collage, repeating and symmetrical patterns; print with everyday objects.	Encounter Van Gogh, Rangoli patterns and designs from different cultures.
Year 1	Vary pencil pressure, line and shape; draw observed objects and buildings.	Mix secondary colours; explore brushstrokes and Impressionist landscapes.	Roll, pinch, press and texture clay forms.	Use objects to make monoprints, surface patterns and texture.	Study Impressionism, Monet, Degas and Renoir; explore architects and designers.
Year 2	Use B/6B pencils, charcoal and pastels to explore light, shadow and tone.	Mix tertiary colours and apply expressive Post-Impressionist brushwork.	Arrange natural materials into temporary environmental artworks.	Cut, tear, scrunch and layer papers to create textured collages.	Study Christopher Wren, Van Gogh, Cézanne, Gauguin and Andy Goldsworthy.
Year 3	Use B/3B/6B grades, shading, hatching, cross-hatching and stippling.	Make tints and darker colours; explore bold Fauvist colour choices.	Construct clay forms using coils, slabs, slip, scoring and smoothing.	Create polystyrene relief prints, experimenting with details and layers.	Study Capability Brown and landscape design; Matisse, Dufy and Fauvism.
Year 4	Apply proportion, highlights, shadows and texture in observational drawing.	Use warm and cool colour relationships to express feeling and mood.	Investigate Henry Moore's simplified human forms and develop maquettes.	Combine fabric, magazines, newspapers and other materials in collage.	Study Frederick Gibberd, Expressionism, Munch, Marc, Kandinsky and Moore.

Phase	Drawing	Painting & Colour	Sculpture & 3D	Printing & Collage	Artists & Movements
Year 5	Observe multiple objects, proportions and angles; use feather lines and mixed media.	Use complementary colours, geometric shapes and multiple viewpoints in Cubist work.	Build and cover forms with Modroc; construct and refine three-dimensional work.	Rearrange visual elements in mixed-media compositions; explore layering.	Explore fashion design and Victoria Beckham; Picasso, Braque and Cubism.
Year 6	Measure proportions and angles accurately; use foreground, middle ground and background.	Use washes, pigments, blending and detail with watercolours and pencils.	Bend, twist and join wire to construct figures and three-dimensional forms.	Carve lino blocks; create repeated and multi-layer prints.	Explore William Morris, Arthur Liberty, Arts and Crafts, Warhol, Lichtenstein, Giacometti and Haring.

Disciplinary Knowledge and Skills Progression

How pupils work as artists: investigation, experimentation, communication, interpretation, evaluation and refinement.

Phase	Explore & Investigate	Experiment & Develop	Create & Communicate	Analyse & Interpret	Evaluate & Refine
Nursery	Explore materials, colours and textures freely; notice what changes when they are mixed or joined.	Try brushes, rollers, glue and drawing tools; choose materials to express an idea.	Use marks, shapes and colours to show people, objects, movement and feelings.	Notice colours, shapes and textures; respond to questions about artwork.	Talk about what they made, the materials used and any choices made.
Reception	Explore effects across paint, clay, printing and collage; look at Van Gogh and cultural patterns.	Mix primary colours, manipulate clay and test pattern-making and printing effects.	Represent people, objects and stories through increasingly accurate shapes and colours.	Describe visible effects in artists' work and share preferences or observations.	Return to ideas, improve representations and explain how creations were made.
Year 1	Observe artwork and buildings, noticing line, shape, colour and architectural features.	Test pencil pressure, marks, colour mixing, printing tools and ways of shaping clay.	Choose line, shape and colour to represent observations and imaginative ideas.	Describe artworks using taught vocabulary and give simple reasons for preferences.	Explain what worked and identify one change that might improve an outcome.
Year 2	Compare artwork and investigate differences in materials, textures and techniques.	Trial arrangements, collage layers, pencil tones and expressive brushstrokes.	Choose materials, colours and composition to communicate a simple intention.	Compare studied styles and explain visual differences using artistic language.	Review the effect of chosen materials and suggest a purposeful improvement.

Phase	Explore & Investigate	Experiment & Develop	Create & Communicate	Analyse & Interpret	Evaluate & Refine
Year 3	Investigate Fauvism and landscapes; collect observations and studies in sketchbooks.	Test shading, clay joins and relief-print designs; adapt ideas after trials.	Combine taught techniques and artistic influences with personal design decisions.	Explain the visual effects of expressive colour, mark-making and texture.	Use practice pieces, feedback and sketchbook notes to refine the finished work.
Year 4	Investigate Expressionist colour, composition and human form through artist studies.	Trial colour choices, collage layouts and sculptural maquettes before committing.	Select and combine techniques to suggest mood, movement or three-dimensional form.	Compare artists' intentions and explain how their formal choices create effects.	Review outcomes against intentions and record purposeful changes in sketchbooks.
Year 5	Research artistic and design influences through observational and preparatory studies.	Compare media and construction approaches, testing how materials work together.	Develop individual compositions by adapting influences, viewpoint and materials.	Use visual evidence to interpret composition, proportion and stylistic decisions.	Assess work during making, revising structure, detail and composition as needed.
Year 6	Research movements and processes, selecting relevant references independently.	Plan and test prints, wire forms and painting techniques; justify choices.	Combine appropriate processes to create a coherent work with a clear intention.	Analyse cultural context, visual meaning and artistic choices using precise terms.	Critically review intentions and outcomes, explaining refinements and influences.