EYFS Progression of skills and assessment checkpoints - Expressive Art and Design. St Bridget's C of E							
Art [	Design	Being Express	Music				
Art							
<ul> <li>Birth-Three</li> <li>Notice patterns with strong contrasts and be attracted by patterns resembling the human face.</li> <li>Start to make marks intentionally.</li> <li>Explore paint, using fingers and other parts of their bodies as well as brushes and other tools.</li> <li>Express ideas and feelings through making marks, and sometimes give a meaning to the marks they make.</li> <li>Explore different materials, using all their senses to investigate them. Manipulate and play with different materials.</li> <li>Use their imagination as they consider what they can do with different materials.</li> <li>Make simple models which express their ideas.</li> </ul>	<ul> <li>Three- Four Years</li> <li>Make imaginative and of with blocks and construct with different buildings and . Explore different materials develop their ideas about what to make.</li> <li>Develop their own ideas which materials to use to</li> <li>Join different materials to use to</li> <li>Join different materials a textures.</li> <li>Create closed shapes we and begin to use these slobjects.</li> <li>Draw with increasing comsuch as representing a faincluding details.</li> <li>Use drawing to represent or loud noises.</li> <li>Show different emotions is paintings, like happiness, . Explore colour and colo</li></ul>	ion kits, such as a city ad a park. als freely, in order to show to use them and a and then decide express them. and explore different with continuous lines hapes to represent aplexity and detail, ace with a circle and a ideas like movement in their drawings and sadness, fear etc.	Reception . 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.	Creating with materials- ELG . . Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function. CWM. ELG . Share their creations, explaining the process they have used. CWM. ELG . Make use of props and materials when role playing characters in narratives and stories. CWM. ELG			

(Painting skills)	Uses hands and	Holds a paintbrus	sh/ H	lolds the p	aintbrush	Correct	ly holds an	d Us	ses <u>qood</u> c	ontrol	Uses <u>verv good</u>	
(i anting onlio)	fingers for painting.	printing tools in the					5		-		control to correctly	
Control of	inigere for pairtairg.	palm of the hand.		with some					paint carefully in the		hold and paint	
paintbrushes.				reminders.		ſ					carefully in the lines.	
	Enjoys using	Holds a paintbru	ish/	Uses		thin brus	hes to	Indepe			ditional tools to add	
Use of tools	hands, feet and	printing tools in the					•		ils and improvements to pictures, e.g.,			
	fingers to make	palm of the har	•				th a tripod grip.		stamps and rollers.			
	marks.									•		
<mark>Colour</mark>	Uses pre-made	Mixes primary		Uses primary		Adds w	Adds white or		Mixes and		Colours matches by	
	paints and is able to	colours (red, yellow				black to	black to alter a		matches to a		altering the tint or shades.	
	name most colours.	and blue) to		secondary colours, shade or tint of e.g. green, orange paint. and purple.		shade c	shade or tint of specific				ates warm and cold	
		appropriate				pai	paint. shade		de needed.		colours.	
		consistency.										
Technique	Makes marks by	Paints enclose			to people	Paints	Paints bodies and P		Paints with detail		Paints from	
	drawing circles and	spaces using lin	es	with no body or		shapes	shapes for objects		including finer		observation by	
	lines. Does not	and gives meaning	ng.	g. missing arms/legs.		that	that are an		details such as		making a careful	
	always give	Draws faces wit	th	Paints simple		appro			fingers, ears, hair		study and then	
	meaning.	basic features.		shapes for other objects.		and h	and have some s		styles or items onto features.		includes features	
						features.					and details in the	
											pictures.	
Printing skills	I can print some	I am beginning		can print I can					•		pendently print very	
	simple shapes with	to understand		simple independe apes with print simple		,					esentations to create	
	an adult working	that to print, I									, without any support	
	with me 1:1	must press down	-	idult	oting for helped with usin			create full pictures, without any suppor		and add <u>fine</u> details. I thi		
	guiding my hand,	and carefully lift	•								Il composition of the	
	so I press and lift	off the printing	instr	structions. the space to b up my					ls	picture a	nd <u>use the space</u> .	
	off.	tool.				-						
					compos							
Pattern skills	I can use objects to	I can use objects to				I can make irreg					I can create	
	copy a simple	copy a simpl			ng patterns			tterns based on			drawings,	
	repeating pattern	repeating pattern		out and objects. ad Draw, paint, print vn and colour		printing the skin of a tiger, zebra, cheetah					paintings,	
	with two items. Lay out the pattern/	three items. Lay the pattern/ thr									printings and models with more	
	thread beads.	beads.	edu					folding painted butterflies.		than one line of		
	uneau Deaus.	Begin to make	own							,	symmetry.	
		patterns by layin							building models, drawing and using			
		items.	y out		ig patterns.		paint.		mirrors.			
									I IIIIIOIS.			

(Drawing	Makes marks	s by Draws er	nclosed	Draws potato p	eople	Draws bodi	es and	Draws	with detail	Draws from observation	
	drawing circ	•	-		/ or	shapes for objects		including finer details		by making a careful	
<mark>skills)</mark>	and lines. Do				legs.	that are an		-	as fingers,	study and then includes	
	not always g	•		Draws simple		appropriate size			air styles or	features and details in	
<b>Technique</b>	meaning.	· · · · · · · · · · · · · · · · · · ·		shapes for of	ther	and have some		items onto features.		the pictures.	
	_	featu	features.			feature	es.				
Subject	Draws	Draws simple	Draws simple Draws					kgrounds,	imaginative worlds, landscapes, cityscapes, buildings and objects		
	things that I	things from	and us			cityscapes and buildings. Includes objects within these scenes, e.g.,					
	have seen.	memory.	memory. objects		-						
		-	-	wn work.	fu	furniture and natural objects.			from making close observation.		
Collage and	Product is al			Adds a ran	-		s an imp			llages/mosaics adding	
Weaving	one texture.	, ,	-	rough, bendy and						n a wide range of textures	
		or smoo	-					used, e.g.		d describes these.	
		Begins to v	veave.	Weaves thro	-						
				simple loc			tible or r	• • • • • • • • • • • • • • • • • • •			
Joining Techniques	Uses glue	Uses glue spat		Joins items		items in a val	, ,		s which are cu	· · · · · · · · · · · · · · · · · · ·	
	sticks to	and pva glue to	-	t masking and p n Sellotape -				torn and glued. Uses techniques such a flanges, slots, braces, tal and ties, with some		hot glue guns.	
	join	pieces. I know									
	pieces.	this is stronger the									
		using the glue s	UCK.							hammers and nails.	
Making skills	Creates my	Creates my ov				roturn to my n		support.		ny own work. I discuss	
WAKING SKIIS	own piece of			reates my own piece art with some details						gths and areas for	
	art -picture or				· · ·	improve my model. I ac				nent. I make considered	
	model.	giveomeanin	-	and I begin to self-correct any	"	and features to enhance m				mprovements.	
	inouol.			mistakes.		model.					
Sculpture	l can	l can make	l L can	manipulate the		can make		make	l use a variet	y of techniques, shapes	
(Clay or Dough)	explore the	marks in the		ay/ dough by		mething and		ething		hapes to sculpt.	
	clay/ dough.	clay/ dough.		squashing, rolling, pinching, twisting and		give meaning wit		clear		1 I <sup>11</sup>	
	, U	, 0				to it.	to it. inter		I can care	fully select additional	
				cutting.			from s	start to		ncorporate and enhance	
				-			fin	ish.		my model.	