



ART & DESIGN KNOWLEDGE & SKILLS PROGRESSION - ARTISTS

Can be covered continuously, as revision and as a stand-alone topic.

KS1 Link products to well-known artists. Attempt to make links to local artistic community. Make links to own work.

KS2 Continuously refer back to artists, architects and designers in history for inspiration or comparison.

“Art has the role in education of helping children become like themselves instead of more like everyone else.”
 ~ Sydney Gurewitz Clemens



EYFS	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6
Refer to new EYFS curriculum	Pupils should be taught: about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practises and disciplines, and making links to their own work.		Pupils should be taught: about great artists, architects and designers in history.			
	I can describe the work of artists. I can use the work of artists to create own pieces. I can consider specific works and work from different cultures. I can record and explore ideas from first-hand observation, experience and imagination.	I can describe the work of artists. I can use the work of artists to create own pieces. I can consider specific works and work from different cultures. I can record and explore ideas from first-hand observation, experience and imagination.	I can use the work of artists to replicate ideas and inspire my own work. I can record and explore ideas from first-hand observation, experience and imagination, and explore ideas for different purposes.	I can use the work of artists to replicate ideas and inspire my own work. I can record and explore ideas from first-hand observation, experience and imagination, and explore ideas for different purposes.	I can use the work of artists to replicate ideas and inspire my own work. I can record and explore ideas from first-hand observation, experience and imagination, and explore ideas for different purposes.	I can use the work of artists to replicate ideas and inspire my own work. I can record and explore ideas from first-hand observation, experience and imagination, and explore ideas for different purposes.