# CRAFT SKILLS PROGRESSION FRAMEWORK

The Crafts Council believes that every child should have the chance to discover their practical skills and develop their creative talents to become a maker of the future. To help embed craft skills into the creative curriculum we have devised a Craft Skills Progression Framework that maps craft skills progress from Early Years through to the end of Key Stage 2

<table>
<thead>
<tr>
<th>Knowledge and Skills</th>
<th>Build craft skills through discovery and play</th>
<th>Build craft skills through 2D making</th>
<th>Build craft skills through 3D making</th>
<th>Build craft skills by developing dexterity</th>
<th>Build craft skills through understanding materials</th>
<th>Build craft skills through innovation in making</th>
<th>Build craft skills through consideration of social and cultural context</th>
<th>Suggested practitioner views of the Crafts Council collections for example of work</th>
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## Early Learning Goal: Exploring Modelling

### KS2 YEAR 3

**Impressions and rubbings**

**Emerging Early Learning Goal**

**Ceramics**

- Selection and use of materials and media
  - Early learning goal: Expressive arts and design
    - Handle, choose and manipulate materials
    - Create simple collages
  - Selection and use of tools and equipment
    - Early learning goal: Expressive arts and design
      - Use simple tools to shape paper and card
      - Assemble materials using glue
  - 3D construction
    - Use paper and card to create collage

**Textiles**

- Selection and use of materials and media
  - Early learning goal: Expressive arts and design
    - Handle, choose and manipulate materials
    - Create simple collages
  - Selection and use of tools and equipment
    - Early learning goal: Expressive arts and design
      - Use simple tools to shape paper and card
      - Assemble materials using glue
  - 3D construction
    - Use paper and card to create collage

**Dexterity skills**

- Early learning goal: Physical Development
  - Constructing
    - Shaping and modelling with malleable materials
  - 3D construction
    - Use paper and card to create collage

**Ratbaking, failure and resilience**

- Early learning goal: Personal, social and emotional development
  - Building and destroying simple models
  - Learning through play and discovery
  - Working and playing with objects

**Using colour, textures and surface design**

- Early learning goal: Expressive arts and design
  - Add colour and texture to 2D drawings
  - Create repeat patterns
  - Print with block colours
  - Understanding patterns

**Printing**

- Simple relief printing and pattern creation
- Exploring ways to reproduce pattern through printing
- Relief and impressed printing and colour through overlapping colour prints
- Creating block prints for printing and combine prints for repeating patterns
- Creating marks for printing
- Choose printing type detail using a range of visual, textual and performance features

**Equality**

- Early learning goal: Understanding the World
  - Developing curiosity through creative exploration
  - Expression of personal experiences and ideas
  - Collaboration with others in creative tasks
  - Use creativity to rework personal builds
  - Use creativity to develop personal builds and express individuality
  - Develop and informed understanding of societal and cultural issues and reflect on decisions made in creative practice
  - Richard Sky

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**Key to Colour Coded Text:**

- Early Learning Goal
- Emerging
- Secure
- Experiencing

**Cross Curriculum Link:**

- Science
- Maths
- History
- Cultural Capital

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**Richard Sky**

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**Sharon Perry**

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**Claire Coren**

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**David Lasch**

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**Ron Puller**

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**Paul Spooner**

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**Julia Morley**

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**Ann Saffin**

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**Sarah Redditch-Walsh**

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