

## Key Learning in Art and Design: Years 1 and 2

Exploring and Developing Ideas			Evaluating and Developing Work		
<ul style="list-style-type: none"> <li>Record and explore ideas from first hand observations.</li> <li>Ask and answer questions about the starting points for their work.</li> <li>Develop their ideas – try things out, change their minds.</li> <li>Explore the work of artists, craftspeople and designers from different times and cultures for differences and similarities.</li> </ul>			<ul style="list-style-type: none"> <li>Review what they and others have done and say what they think and feel about it.</li> <li>Identify what they might change in their current work or develop in future work.</li> </ul>		
Drawing					
<ul style="list-style-type: none"> <li>Experiment with a variety of media; pencils, rubbers, crayons, pastels, felt tips, charcoal, ballpoints, chalk.</li> <li>Control the types of marks made with the range of media.</li> </ul>		<p><b>Lines and Marks</b></p> <ul style="list-style-type: none"> <li>Name, match and draw lines/marks from observations.</li> <li>Invent new lines.</li> <li>Draw on different surfaces with a range of media.</li> </ul>	<p><b>Form and Shape</b></p> <ul style="list-style-type: none"> <li>Observe and draw shapes from observations.</li> <li>Draw shapes in between objects.</li> <li>Invent new shapes.</li> </ul>	<p><b>Tone</b></p> <ul style="list-style-type: none"> <li>Investigate tone by drawing light/dark lines, light/dark patterns, light/dark shapes.</li> </ul>	<p><b>Texture</b></p> <ul style="list-style-type: none"> <li>Investigate textures by describing, naming, rubbing, copying.</li> </ul>
Digital Media	Painting	Printing	Textiles	3-D	Collage
<ul style="list-style-type: none"> <li>Explore ideas using digital sources i.e. internet, CD-ROMs.</li> <li>Record visual information using digital cameras, video recorders.</li> <li>Use a simple graphics package to create images and effects with:                             <ul style="list-style-type: none"> <li>– <b>lines</b> by changing the size of brushes in response to ideas;</li> <li>– <b>shapes</b> using eraser, shape and fill tools; and</li> <li>– <b>colours and texture</b> using simple filters to manipulate and create images.</li> </ul> </li> <li>Use basic selection and cropping tools.</li> </ul>	<ul style="list-style-type: none"> <li>Use a variety of tools and techniques including different brush sizes and types.</li> <li>Mix and match colours to artefacts and objects.</li> <li>Work on different scales.</li> <li>Experiment with tools and techniques e.g. layering, mixing media, scrapping through.</li> <li>Name different types of paint and their properties.</li> </ul> <p><b>Colour</b></p> <ul style="list-style-type: none"> <li>Identify primary and secondary colours by name.</li> <li>Mix primary shades and tones.</li> <li>Mix secondary colours.</li> </ul> <p><b>Texture</b></p> <ul style="list-style-type: none"> <li>Create textured paint by adding sand, plaster.</li> </ul>	<ul style="list-style-type: none"> <li>Print with a range of hard and soft materials e.g. corks, pen barrels, sponge.</li> <li>Make simple marks on rollers and printing palettes.</li> <li>Take simple prints i.e. mono – printing.</li> <li>Roll printing ink over found objects to create patterns e.g. plastic mesh, stencils.</li> <li>Build repeating patterns and recognise pattern in the environment.</li> <li>Create simple printing blocks with press print.</li> <li>Design more repetitive patterns.</li> </ul> <p><b>Colour</b></p> <ul style="list-style-type: none"> <li>Experiment with overprinting motifs and colour.</li> </ul> <p><b>Texture</b></p> <ul style="list-style-type: none"> <li>Make rubbings to collect textures and patterns.</li> </ul>	<ul style="list-style-type: none"> <li>Match and sort fabrics and threads for colour, texture, length, size and shape.</li> <li>Change and modify threads and fabrics, knotting, fraying, fringing, pulling threads, twisting, plaiting.</li> <li>Cut and shape fabric using scissors/snips.</li> <li>Apply shapes with glue or by stitching.</li> <li>Apply decoration using beads, buttons, feathers etc.</li> <li>Create cords and plaits for decoration.</li> </ul> <p><b>Colour</b></p> <ul style="list-style-type: none"> <li>Apply colour with printing, dipping, fabric crayons.</li> <li>Create and use dyes i.e. onion skins, tea, coffee.</li> </ul> <p><b>Texture</b></p> <ul style="list-style-type: none"> <li>Create fabrics by weaving materials i.e. grass through twigs.</li> </ul>	<ul style="list-style-type: none"> <li>Manipulate malleable materials in a variety of ways including rolling and kneading.</li> <li>Explore sculpture with a range of malleable media.</li> <li>Manipulate malleable materials for a purpose, e.g. pot, tile.</li> <li>Understand the safety and basic care of materials and tools.</li> </ul> <p><b>Form</b></p> <ul style="list-style-type: none"> <li>Experiment with constructing and joining recycled, natural and manmade materials.</li> <li>Use simple 2-D shapes to create a 3-D form.</li> </ul> <p><b>Texture</b></p> <ul style="list-style-type: none"> <li>Change the surface of a malleable material e.g. build a textured tile.</li> </ul>	<ul style="list-style-type: none"> <li>Create images from a variety of media e.g. photocopies material, fabric, crepe paper, magazines etc.</li> <li>Arrange and glue materials to different backgrounds.</li> <li>Sort and group materials for different purposes e.g. colour texture.</li> <li>Fold, crumple, tear and overlap papers.</li> <li>Work on different scales.</li> </ul> <p><b>Colour</b></p> <ul style="list-style-type: none"> <li>Collect, sort, name match colours appropriate for an image.</li> </ul> <p><b>Shape</b></p> <ul style="list-style-type: none"> <li>Create and arrange shapes appropriately.</li> </ul> <p><b>Texture</b></p> <ul style="list-style-type: none"> <li>Create, select and use textured paper for an image.</li> </ul>
Advised curriculum coverage maximum three media per year					