

Key Stage 1

Exploring and Developing Ideas

- Record and explore ideas from first hand observations
- Ask and answer questions about the starting points for their work
- Develop their ideas- try things out, change their minds
- Explore the work of artists, craftspeople and designers from different times and cultures
- Use a range of materials creatively to design and make products
- Use drawing, sculpture and painting to develop ideas
- Develop a wide range of art and design techniques using colour, pattern, texture, line, shape, form and space

Evaluating and developing work

- Share ideas, experiences and imagination
- Explore the work of artists, craftspeople and designers from different times and cultures, making links to own work
- Review what they have done and say what they think and feel about it
- Identify what they might change in their current work or develop in future work

Drawing

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| Experiment with a variety of media; pencils, rubbers, crayons, pastels, felt tips, charcoal, ballpoints, chalk Control the types of marks made with a range of media | <u>Lines and Marks-</u> Name, match and draw lines/marks from observations Invent new lines Draw on different surfaces with a range of media | <u>Shape-</u> Observe and draw shapes from observations Draw shapes in between objects Invent new shapes | <u>Tone-</u> Investigate tone by drawing light/dark lines, light/dark patterns, light/dark shapes | <u>Texture-</u> Investigate textures by describing, naming, rubbing, copying |
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Digital Media

- Explore ideas using digital sources e.g. Internet, CD-ROMs
- Record visual information using digital cameras and recorders
- Use a simple graphics package to create images and effects with lines by changing the size of brushes in response to ideas
- Use eraser, shape and fill tools
- Use basic selecting and cropping tools

Painting

- Use a variety of tools and techniques including different brush sizes and types
 - Mix and match colours to artifacts and objects
 - Work on different scales
 - Experiment with tools and techniques eg. Layering, mixing media, scrapping through
 - Name different types of paint and their properties
- Colour-
- Identify primary colours by name
 - Mix secondary colours
- Texture-
- Create textured paint by adding sand, plaster

Printing

- Print with a range of hard and soft materials e.g. Corks, pen barrels, sponge
 - Make simple marks on rollers and printing palettes
 - Take simple prints e.g. Mono-print
 - Roll printing ink over found objects to create patterns e.g. Plastic mesh, stencils
 - Build repeating patterns and recognise patterns in the environment
 - Create simple printing blocks with press print
 - Design more repetitive patterns
- Colour-
- Experiment with overlapping motifs and colours
- Texture-
- Make rubbings to collect textures and patterns

Textiles

- Match and sort fabrics and threads for colour, texture, length, size and shape
 - Change and modify threads and fabrics, knotting, fraying, fringing, pulling threads, twisting, plaiting
 - Cut and shape fabric using scissors/snips
 - Apply shapes with glue or by stitching
 - Apply decoration using beads, buttons, feathers etc...
 - Create cords and plaits for decoration
- Colour-
- Apply colour with printing, dipping, fabric crayons
 - Create and use dyes e.g. onion skins, tea, coffee
- Texture-
- Create fabrics by weaving materials e.g. grass through twigs, carrier bags through a bike wheel

3-D

- Manipulate malleable materials in a variety of ways including rolling and kneading
 - Explore sculpture with a range of malleable media
 - Manipulate malleable materials for a purpose, e.g. Pot, tile
 - Understand the safety and basic care of materials and tools
- Form-
- Experiment with construction and joining recycled, natural and manmade materials
 - Use simple 2-D shapes to create a 3-D form
- Texture-
- Change the surface of a malleable material e.g. Build a textured tile

Collage

- Create images from a variety of media e.g. photocopied material, fabric, crepe paper, magazines etc...
 - Arrange and glue materials to different backgrounds
 - Sort and group materials for different purposes e.g. Colour, texture
 - Fold, crumple, tear and overlap papers
 - Work on different scales
- Colour-
- Collect, sort and match colours appropriate for an image
- Shape-
- Create and arrange shapes appropriately
- Texture-
- Create, select and use textured paper for an image

| Lower Key Stage 2 | | | | | |
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| Exploring and Developing Ideas | | | Evaluating and developing work | | |
| <ul style="list-style-type: none"> Develop techniques; including control and use of materials with creativity, experimentation and an increasing awareness of different kinds of art, craft and design Improve mastery of art and design techniques including drawing, painting and sculpture with a range of materials (for example pencil, charcoal, paint, clay) Learn about great roles and purposes of artists, architects, designers and crafts people from different times and cultures Select and record from first hand observation, experience and imagination and explore ideas for different purposes Question and make thoughtful observations about starting points and select ideas to use in their work | | | <ul style="list-style-type: none"> Create sketch books to record observations and use them to review and revisit ideas Compare ideas, methods and approaches to their own and others' work and say what they think and feel about it Adapt work according to their views and describe how they might develop it further Annotate work in sketch books | | |
| Drawing | | | | | |
| <p>Experiment with ways in which surface detail can be added to drawings Use sketch books to collect and record visual information from different sources Draw for a sustained period of time at an appropriate level</p> | | <p><u>Line and Marks-</u> Make marks and lines with a wide range of drawing implements e.g. charcoal, pencil, crayon, chalk pastels, pens etc... Experiment with different grades of pencil and other implements to create lines and marks</p> | <p><u>Form and shape-</u> Experiment with different grades of pencil and other implements to draw different forms and shapes Begin to show an awareness of objects having a third dimension</p> | <p><u>Tone-</u> Experiment with different grades of pencil and other implements to achieve variations in tone Apply tone in a drawing in a simple way</p> | <p><u>Texture-</u> Create textures with a wide range of drawing implements Apply a simple use of pattern and texture in drawing</p> |
| Digital Media | Painting | Printing | Textiles | 3-D | Collage |
| <ul style="list-style-type: none"> Record and collect images using digital cameras and video recorders Present recorded visual images using software e.g. Photostory, photoshop Use a graphics package to create images and effects with lines by controlling the brush tool with increased precision Changing the type of brush to an appropriate style e.g. charcoal Create shapes by making sections to cut, duplicate and repeat | <ul style="list-style-type: none"> Experiment with different effects and textures including block colour, washes, thickened paint creating textural effects Work on a range of scales e.g. Thin brushes on small picture etc... Create different effects and textures with paint according to what they need for the task <p><u>Colour-</u> Mix colours and know which primary colours make secondary colours</p> <ul style="list-style-type: none"> Use more specific colour language Mix and use tints and shade | <ul style="list-style-type: none"> Create printing blocks using a relief or impressed method Create repeating patterns Print with two colour overlays | <ul style="list-style-type: none"> Use a variety of techniques, e.g. Printing, dyeing, weaving and stitching to create different textual effects Match the tool to the material Develop skills in stitching, cutting and joining Experiment with paste resist | <ul style="list-style-type: none"> Plan, design and make models from observation or imagination Join clay adequately and construct a simple base for extending and modeling other shapes Create surface patterns and textures in a malleable material Use paper mache to create a simple 3d object | <ul style="list-style-type: none"> Experiment with a range of collage techniques such as tearing, overlapping and layering to create images and represent textures Use collage as a means of collecting ideas and information and building a visual vocabulary |

| Upper Key Stage 2 | | | | | |
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| Exploring and Developing Ideas | | | Evaluating and developing work | | |
| <ul style="list-style-type: none"> Develop techniques; including control and use of materials with creativity, experimentation and an increasing awareness of different kinds of art, craft and design Improve mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example pencil, charcoal, paint, clay) Learn about roles and purposes of artists, architects, designers and crafts people from different times and cultures Select and record from first hand observation, experience and imagination and explore ideas for different purposes Question and make thoughtful observations about starting points and select ideas to use in their work | | | <ul style="list-style-type: none"> Create sketch books to record observations and use them to review and revisit ideas Compare ideas, methods and approaches to their own and others' work and say what they think and feel about it Adapt work according to their views and describe how they might develop it further Annotate work in sketch books | | |
| Drawing | | | | | |
| <p>Work from a variety of sources including observation, photographs and digital images</p> <p>Work in a sustained and independent way to create detailed drawing</p> <p>Develop close observation skills</p> <p>use view finders</p> <p>Use a sketchbook to collect and develop ideas</p> <p>Identify artists who have worked in similar ways to their own work</p> | | <p><u>Lines, marks, tone, form and texture-</u></p> <p>Use dry media to make different marks, lines, patterns and shapes within drawing</p> <p>Experiment with wet media to make different marks, lines, patterns, textures and shapes</p> <p>Explore colour mixing and blending techniques with coloured pencils</p> <p>Use different techniques for different purposes e.g. shading, hatching within own work</p> <p>Start to develop their own style using tonal contrast and mixed media</p> | | <p><u>Perspective and composition-</u></p> <p>Begin to use simple perspective in their work using a single focal point and horizon</p> <p>Begin to develop an awareness of composition, scale and proportion in their paintings e.g. Foreground, middle ground and background</p> <p>Show an awareness of how paintings are created</p> | |
| Digital Media | Painting | Printing | Textiles | 3-D | Collage |
| <ul style="list-style-type: none"> Record, collect and store images using digital cameras and video recorders Present visual images using software eg photostory, PowerPoint Use a graphics package to create and manipulate their images Be able to import an image (scanned, retrieved, taken) into a graphics package Understand that a digital image is created by layering Create layered images from original ideas (sketch books etc...) | <ul style="list-style-type: none"> Develop a painting from drawing Carry out preliminary studies, trying out different media, materials and mixing appropriate colours Create imaginative work from a variety of sources e.g. Observational drawing, themes, poetry and music <p><u>Colour-</u></p> <ul style="list-style-type: none"> Mix and match colours to create atmosphere and light effects Be able to identify primary, secondary, complimentary and contrasting colours Work with complimentary colours | <ul style="list-style-type: none"> Create printing blocks by simplifying a sketch book idea Use relief or impressed method Create prints with three overlays Work into prints with a range of media e.g. Pens or paints | <ul style="list-style-type: none"> Use fabric to create 3-d structures Use different grades of threads and needles Experiment with batik technique Experiment with a range of media to overlap and layer to create interesting colours, textures and effects | <ul style="list-style-type: none"> Shape, model and construct from observation or imagination Use recycled, natural and man-made materials to create sculptures Plan a sculpture through drawing and other preparatory work Develop skills in using clay including slabs, coils, slips etc... Produce intricate textures in malleable media | <ul style="list-style-type: none"> Add collage to a painted, printed or drawn background Use a range of media to create collages Use different techniques, colours and textures when designing and making pieces of work Use collage as a means of extending work from initial ideas |