

Key Learning in Art and Design: Years 1 and 2

Exploring and Developing Ideas		Evaluating and Developing Work			
<ul style="list-style-type: none"> 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 for differences and similarities. 		<ul style="list-style-type: none"> Review what they and others 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					
<ul style="list-style-type: none"> Experiment with a variety of media; pencils, rubbers, crayons, pastels, felt tips, charcoal, ballpoints, chalk. Control the types of marks made with the range of media. 	Lines and Marks <ul style="list-style-type: none"> Name, match and draw lines/marks from observations. Invent new lines. Draw on different surfaces with a range of media. 	Form and Shape <ul style="list-style-type: none"> Observe and draw shapes from observations. Draw shapes in between objects. Invent new shapes. 	Tone <ul style="list-style-type: none"> Investigate tone by drawing light/dark lines, light/dark patterns, light/dark shapes. 	Texture <ul style="list-style-type: none"> Investigate textures by describing, naming, rubbing, copying. 	
Digital Media	Painting	Printing	Textiles	3-D	Collage
<ul style="list-style-type: none"> Explore ideas using digital sources i.e. internet, CD-ROMs. Record visual information using digital cameras, video recorders. Use a simple graphics package to create images and effects with: <ul style="list-style-type: none"> – lines by changing the size of brushes in response to ideas; – shapes using eraser, shape and fill tools; and – colours and texture using simple filters to manipulate and create images. Use basic selection and cropping tools. 	<ul style="list-style-type: none"> Use a variety of tools and techniques including different brush sizes and types. Mix and match colours to artefacts and objects. Work on different scales. Experiment with tools and techniques e.g. layering, mixing media, scrapping through. Name different types of paint and their properties. Colour <ul style="list-style-type: none"> Identify primary and secondary colours by name. Mix primary shades and tones. Mix secondary colours. Texture <ul style="list-style-type: none"> Create textured paint by adding sand, plaster. 	<ul style="list-style-type: none"> 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 i.e. mono –printing. Roll printing ink over found objects to create patterns e.g. plastic mesh, stencils. Build repeating patterns and recognise pattern in the environment. Create simple printing blocks with press print. Design more repetitive patterns. Colour <ul style="list-style-type: none"> Experiment with overprinting motifs and colour. Texture <ul style="list-style-type: none"> Make rubbings to collect textures and patterns. 	<ul style="list-style-type: none"> 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 <ul style="list-style-type: none"> Apply colour with printing, dipping, fabric crayons. Create and use dyes i.e. onion skins, tea, coffee. Texture <ul style="list-style-type: none"> Create fabrics by weaving materials i.e. grass through twigs. 	<ul style="list-style-type: none"> 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 <ul style="list-style-type: none"> Experiment with constructing and joining recycled, natural and manmade materials. Use simple 2-D shapes to create a 3-D form. Texture <ul style="list-style-type: none"> Change the surface of a malleable material e.g. build a textured tile. 	<ul style="list-style-type: none"> Create images from a variety of media e.g. photocopies 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 <ul style="list-style-type: none"> Collect, sort, name match colours appropriate for an image. Shape <ul style="list-style-type: none"> Create and arrange shapes appropriately. Texture <ul style="list-style-type: none"> Create, select and use textured paper for an image.
Advised curriculum coverage maximum three media per year					