

## Key Stage 1 Art and Design Key Learning

### Advised Curriculum Coverage: Maximum 3 media per year with range over the Key Stage

Exploring Ideas Developing Ideas Evaluating Ideas	Drawing	Painting	Printing	Textiles	3-D	Collage	Digital
<p>Record and explore ideas from first hand observations</p> <p>Ask and answer questions about the starting points for their work</p> <p>Develop their ideas – try things out, change their minds</p> <p>Explore the work of artists, craftspeople and designers from different times and cultures for differences and similarities</p> <p>Review what they and others have done and say what they think and feel about it</p> <p>Identify what they might change in their current work or develop in future work</p>	<p>Experiment with a variety of media; pencils, rubbers, crayons, pastels, felt tips, charcoal, ballpoints, chalk</p> <p>Control the types of marks made with the range of media</p> <p><u>Lines and Marks</u> Draw lines/marks from observations</p> <p>Draw on different surfaces with a range of media</p> <p><u>Shape</u> Observe and draw shapes from observations</p> <p>Draw shapes in between objects Invent new shapes</p> <p><u>Tone</u> Investigate tone by drawing light/dark lines, light/dark patterns, light/dark shapes</p> <p><u>Texture</u> Investigate textures by describing, naming, rubbing, copying</p>	<p>Use a variety of tools and techniques including different brush sizes, sponges and other tools</p> <p>Mix and match colours to objects</p> <p>Work on different scales</p> <p>Experiment with tools and techniques e.g. layering, mixing media, scrapping</p> <p>Name different types of paint and their properties – ready-mix, watercolour</p> <p><u>Colour</u> Identify primary and secondary colours by name Mix primary shades and tones Mix secondary colours</p> <p><u>Texture</u> Create textured paint by adding sand, plaster</p>	<p>Print with a range of hard and soft materials e.g. corks, pen barrels, sponge</p> <p>Take simple prints i.e. mono -printing</p> <p>Roll printing ink over found objects to create patterns e.g. plastic mesh, stencils</p> <p>Build repeating patterns and recognise pattern in the environment</p> <p>Create simple printing blocks with press print</p> <p>Design more repetitive patterns</p> <p><u>Colour</u> Experiment with overprinting motifs and colour</p> <p><u>Texture</u> Make rubbings to collect textures and patterns</p>	<p>Match and sort fabrics and threads for colour, texture, length, size and shape</p> <p>Change threads and fabrics, knotting, fraying, fringing, pulling threads, twisting, plaiting</p> <p>Cut and shape fabric using scissors/snips</p> <p>Apply shapes with glue or by stitching</p> <p>Apply decoration using beads, buttons, feathers etc.</p> <p><u>Colour</u> Apply colour with printing, dipping, fabric crayons</p> <p><u>Texture</u> Create fabrics by weaving materials i.e. grass through twigs</p>	<p>Manipulate malleable materials in a variety of ways including rolling and kneading</p> <p>Manipulate malleable materials for a purpose, e.g. pot, tile</p> <p>Understand the safety and basic care of materials and tools</p> <p><u>Form</u> Experiment with constructing and joining recycled, natural and man-made materials</p> <p>Use simple 2-D shapes to create a 3-D form</p> <p><u>Texture</u> Change the surface of a malleable material e.g. build a textured tile</p>	<p>Create images from a variety of media e.g. photocopied material, fabric, crepe paper, magazines etc.</p> <p>Arrange and glue materials to different backgrounds</p> <p>Sort and group materials for different purposes e.g. colour, texture</p> <p>Fold, crumple, tear and overlap papers</p> <p>Work on different scales</p> <p><u>Colour</u> Collect, sort, name, match colours appropriate for an image</p> <p><u>Shape</u> Create and arrange shapes appropriately</p> <p><u>Texture</u> Create, select and use textured paper for an image</p>	<p>Explore ideas using digital sources i.e. internet</p> <p>Record visual information using digital cameras</p> <p>Use a simple graphics package to create images and effects with <u>Lines</u> by changing the size of brushes in response to ideas</p> <p><u>Shapes</u> using eraser, shape and fill tools</p> <p><u>Colours and Texture</u> using simple filters to manipulate and create images</p> <p>Use basic selection and cropping tools</p>

## Painting

**Advised Curriculum Coverage: Maximum 3 media per year with range over each age phase (EYFS/KS1, LKS2, UKS2)**

EYFS	Year 1 Colour, Texture, Pattern	Year 2 Colour, Texture, Pattern	Year 3	Year 4	Year 5	Year 6
<p>Explore colour and how colour can be changed</p> <p>Explore what happens when colours are mixed</p> <p>Mix colours using red, blue and yellow to make green, purple, orange, pink and brown</p> <p>Give names to colours</p> <p>Experiment with adding materials to paint to create texture</p> <p>Mix different media to create new effects</p> <p>Uses simple tools and techniques competently</p> <p>Children to express opinions about colours they like and why they like them</p> <p>Use a range of brush sizes and work on different coloured, sized, shaped papers</p> <p>Create marks with a variety of tools – fingers, twigs etc.</p>	<p>Use a variety of tools and techniques including different brush sizes and types of paint</p> <p>Mix and match colours to artefacts and objects</p> <p>Work on different scales</p> <p>Experiment with tools and techniques e.g. layering, mixing media, scrapping through</p> <p>Name different types of paint and their properties</p> <p>Mix primary shades and tones and name</p> <p>Mix secondary colours and name</p> <p>Add white and black to make tones</p> <p>Create textured paint by adding sand, plaster</p>	<p>Use a variety of tools and techniques including different brush sizes and types of paint</p> <p>Mix and match colours to artefacts and objects</p> <p>Work on different scales</p> <p>Experiment with tools and techniques e.g. layering, mixing media, scrapping through</p> <p>Name different types of paint and their properties</p> <p>Explore primary and secondary colours on a colour wheel</p> <p>Add white and black to make tones</p> <p>Add background colours with a wash</p> <p>Create textured paint by adding sand, plaster</p>	<p>Experiment with different effects and textures incl. blocking in colour, washes, thickened paint creating textural effects</p> <p>Work on a range of scales e.g. thin brush on small picture etc.</p> <p>Create different effects and textures with paint according to what they need for the task</p> <p>Mix colours and know which primary colours make secondary colours</p> <p>Use more specific colour language</p> <p>Mix and use tints and shades with accuracy</p> <p>Create washes with watercolours for backgrounds</p>	<p>Experiment with different effects and textures incl. blocking in colour, washes, thickened paint creating textural effects</p> <p>Work on a range of scales e.g. thin brush on small picture etc.</p> <p>Create different effects and textures with paint according to what they need for the task</p> <p>Mix colours and know which primary colours make secondary colours</p> <p>Use more specific colour language</p> <p>Mix and use tints and shades to create moods and expression</p>	<p>Develop a painting from a drawing</p> <p>Use acrylic paint</p> <p>Carry out preliminary studies, trying out different media and materials and mixing appropriate colours</p> <p>Create imaginative work from a variety of sources e.g. observational drawing, themes, poetry, music</p> <p>Mix and match colours to create atmosphere and light effects</p> <p>Be able to identify and work with complementary and contrasting colours</p>	<p>Develop a painting from a drawing</p> <p>Use acrylic paint</p> <p>Carry out preliminary studies, trying out different media and materials and mixing appropriate colours</p> <p>Create imaginative work from a variety of sources e.g. observational drawing, themes, poetry, music</p> <p>Mix and match colours to create atmosphere and light effects</p> <p>Be able to identify and work with complementary and contrasting colours</p> <p>Explain their choices</p>