

Art and Design Year 1

Objectives	Topics	Milestones 1
<p>Key Stage 1 Pupils should be taught:</p> <p>To use a range of materials creatively to design and make products</p> <p>To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination</p> <p>To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space</p> <p>About the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.</p>	<p>TERM 1 Toys from the Past</p> <p>Kings, Queens and Castles (Self portrait, portrait of a king/queen)</p> <p>TERM 2 Kenya (African landscape and patterns)</p> <p>TERM 3 Seaside and Gardens (Famous artist Monet)</p>	<p>To master techniques</p> <p>Painting</p> <ul style="list-style-type: none"> • Use thick and thin brushes. • Mix primary colours to make secondary. • Add white to colours to make tints and black to colours to make tones. • Create colour wheels. <p>Collage</p> <ul style="list-style-type: none"> • Use a combination of materials that are cut torn and glued. • Sort and arrange materials. • Mix materials to create texture. <p>Sculpture</p> <ul style="list-style-type: none"> • Use a combination of shapes. • Include lines and texture. • Use rolled up paper, straws, paper, card and clay as materials. • Use techniques such as rolling, cutting, moulding and carving. <p>Drawing</p> <ul style="list-style-type: none"> • Draw lines of different sizes and thickness • Colour (own work) neatly following the lines. • Show pattern and texture by adding dots and lines. • Show different tones by using coloured pencils. <p>Print</p> <ul style="list-style-type: none"> • Use repeating or overlapping shapes. • Mimic print from the environment (e.g. wallpapers). • Use objects to create prints (e.g. fruit, vegetables or sponges). • Press, roll, rub and stamp to make prints. <p>Textile</p> <ul style="list-style-type: none"> • Use weaving to create a pattern. • Join materials using glue and/or a stitch. • Use plaiting. • Use dip dye techniques. <p>Digital Media</p> <ul style="list-style-type: none"> • Use a wide range of tools to create different textures, lines, tones, colours and shapes. <p>To develop ideas Respond to ideas and starting points.</p> <ul style="list-style-type: none"> • Explore ideas and collect visual information. • Explore different methods and materials as ideas develop. <p>To take inspiration from the greats</p> <ul style="list-style-type: none"> • Describe the work of notable artists, artisans and designers. • Use some of the ideas of artists studied to create pieces.

Art and Design Year 2

Objectives	Topics	Milestones 1
<p>Key Stage 1 Pupils should be taught:</p> <p>To use a range of materials creatively to design and make products</p> <p>To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination</p> <p>To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space</p> <p>About the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.</p>	<p>TERM 1 Great Fire of London (printing, painting, observational art)</p> <p>TERM 2 Dinosaurs (collage dinosaur landscape)</p> <p>TERM 3 Rainforest (artist study- Andy Goldsworthy)</p>	<p>To master techniques</p> <p>Painting</p> <ul style="list-style-type: none"> • Use thick and thin brushes. • Mix primary colours to make secondary. • Add white to colours to make tints and black to colours to make tones. • Create colour wheels. <p>Collage</p> <ul style="list-style-type: none"> • Use a combination of materials that are cut torn and glued. • Sort and arrange materials. • Mix materials to create texture. <p>Sculpture</p> <ul style="list-style-type: none"> • Use a combination of shapes. • Include lines and texture. • Use rolled up paper, straws, paper, card and clay as materials. • Use techniques such as rolling, cutting, moulding and carving. <p>Drawing</p> <ul style="list-style-type: none"> • Draw lines of different sizes and thickness • Colour (own work) neatly following the lines. • Show pattern and texture by adding dots and lines. • Show different tones by using coloured pencils. <p>Print</p> <ul style="list-style-type: none"> • Use repeating or overlapping shapes. • Mimic print from the environment (e.g. wallpapers). • Use objects to create prints (e.g. fruit, vegetables or sponges). • Press, roll, rub and stamp to make prints. <p>Textile</p> <ul style="list-style-type: none"> • Use weaving to create a pattern. • Join materials using glue and/or a stitch. • Use plaiting. • Use dip dye techniques. <p>Digital Media</p> <ul style="list-style-type: none"> • Use a wide range of tools to create different textures, lines, tones, colours and shapes. <p>To develop ideas</p> <p>Respond to ideas and starting points.</p> <ul style="list-style-type: none"> • Explore ideas and collect visual information. • Explore different methods and materials as ideas develop. <p>To take inspiration from the greats</p> <ul style="list-style-type: none"> • Describe the work of notable artists, artisans and designers. • Use some of the ideas of artists studied to create pieces.