

ART AND DESIGN

Key stage 1

Pupils should be taught:

- to use a range of materials creatively to design and make products
- to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination
- to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space
- 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.

Art and Design Y2

Expected	Knowledge and understanding	Drawing	Printing	Painting
	<ul style="list-style-type: none"> Describe what they can see and like in the work of another artist designer. Ask sensible questions about a piece of art. 	<ul style="list-style-type: none"> Use three different grades of pencil in their drawing. Create different tones using light and dark. Show patterns and texture in their drawings. Use a viewfinder to focus on a specific part of an artefact before drawing it. 	<ul style="list-style-type: none"> Print using pressing, rolling, rubbing and stamping. Create a print like a designer. 	<ul style="list-style-type: none"> Mix paint to create all the secondary colours. Mix and match colours, predict outcomes. Mix their own brown. Make tints by adding white. Make tones by adding black.
	Collage	Sketchbooks	3D	Use of IT
	<ul style="list-style-type: none"> Cut and tear paper and card for collage. Gather and sort the materials they need. 	<ul style="list-style-type: none"> Begin to demonstrate ideas through photographs and in sketch books. Set out ideas using annotation in sketch books. Keep notes in sketch books as to how they have changed their work. 	<ul style="list-style-type: none"> Add texture by using tools. Make different kinds of shapes. Cut, roll and coil materials such as clay, dough. 	<ul style="list-style-type: none"> Use a simple painting program to create a picture. Use tools like fill and brushes in a painting package. Go back and improve their work.
Exceeding	<ul style="list-style-type: none"> Compare the work of different artists. Use a range of brushes to create different effects. Ass onto their work to create texture and shape. Make notes in their sketch books about techniques used by artists. 			