

Key Learning in Art and Design: Year 1

Drawing, Explore and Evaluate should be a part of each topic.

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. 	Lines and Marks <ul style="list-style-type: none"> Name, match and draw lines/marks from observations. 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. 	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	Printing		Collage	
<ul style="list-style-type: none"> Explore ideas using digital sources i.e. internet, I pads. Record visual information using I pads. 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"> 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"> 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. 	