



St James' Church of England Primary School

Key Learning in Art & Design – Year 1 & Year 2



Exploring and Developing Ideas

- 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.

Evaluating and Developing Work

- 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

- 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

- Name, match and draw lines/marks from observations.
- Invent new lines.
- Draw on different surfaces with a range of media.

Form and Shape

- Observe and draw shapes from observations.
- Draw shapes in between objects.
- Invent new shapes.

Tone

- Investigate tone by drawing light/dark lines, light/dark patterns, light/dark shapes.

Texture

- Investigate textures by describing, naming, rubbing, copying.

Digital Media

- 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:
 - **lines** by changing the size of brushes in response to ideas;

Painting

- 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.

Printing

- 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

Textiles

- 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.

3-D

- 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**
- Experiment with constructing and

Collage

- 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.

- **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.

▪ Name different types of paint and their properties.

Colour

- Identify primary and secondary colours by name.
- Mix primary shades and tones.
- Mix secondary colours.

Texture

- Create textured paint by adding sand, plaster.

recognise pattern in the environment.

- Create simple printing blocks with press print.
- Design more repetitive patterns.

Colour

- Experiment with overprinting motifs and colour.

Texture

- Make rubbings to collect textures and patterns.

- Apply decoration using beads, buttons, feathers etc.
- Create cords and plaits for decoration.

Colour

- Apply colour with printing, dipping, fabric crayons.
- Create and use dyes i.e. onion skins, tea, coffee.

Texture

- Create fabrics by weaving materials i.e. grass through twigs.

joining recycled, natural and manmade materials.

- Use simple 2-D shapes to create a 3-D form.

Texture

- Change the surface of a malleable material e.g. build a textured tile.

Colour

- Collect, sort, name match colours appropriate for an image.

Shape

- Create and arrange shapes appropriately.

Texture

- Create, select and use textured paper for an image.

Advised curriculum coverage maximum three media per year