Key Learning in Art and Design: Years 1 and 2

Exploring and Developing Ideas	Evaluating and Developing Work
▪ 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.	▪ 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

	Lines and Marks	Form and Shape	Tone	Texture
▪ 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.	▪ Name, match and draw lines/marks from observations. ▪ Invent new lines. ▪ Draw on different surfaces with a range of media.	▪ Observe and draw shapes from observations. ▪ Draw shapes in between objects. ▪ Invent new shapes.	▪ Investigate tone by drawing light/dark lines, light/dark patterns, light/dark shapes.	▪ Investigate textures by describing, naming, rubbing, copying.

Digital Media	Painting	Printing	Textiles	3-D	Collage
▪ 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; – **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.	▪ 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. ▪ 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.	▪ 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** ▪ Experiment with overprinting motifs and colour. **Texture** ▪ Make rubbings to collect textures and patterns.	▪ 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. ▪ 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.	▪ 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 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.	▪ 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** ▪ 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

© Lancashire County Council (2014)