

# **KS1 Art and Design Curriculum Overview**

### Year 1 and 2

National Curriculum: Pupils should develop their knowledge of a wide range of art and design techniques in using colour, pattern, texture, line shape form and space. They should use drawing, painting and sculpture to develop and share their ideas and imagination. They should use a range of materials creatively to design and make products and learn about the work of a range of artists, craft makers and designers. They should be able to talk about the differences and similarities between different practises and disciplines whilst making links to their own work.

All year groups from Year 1 - 6 will use a sketchbook to promote drawing skills. Autumn – The Great Fire of Spring - Animals **Summer – Growing** London Year 1 **Drawing and Painting Drawing and Painting Drawing** Year 2 Collage **Painting** 3D Sculpture - Wire **Suggested artist – Patrick Heron Suggested Artist - Vincent van Suggested Artist – David Hockney** Cycle A Gough Lucy Elisabeth (wire artist) **Exploring and Developing Ideas Exploring and Developing Ideas Exploring and Developing Ideas** • Record and explore ideas from first • Describe what they think about the Record and explore ideas from first hand observation of real objects hand observation of real objects work of an artist or craft maker. Why do through drawing, painting and 3-d. through drawing, painting and 3-d. they like it? Dislike it? Describe what they think about the Describe what they think about the Develop the language of art – being to work of an artist or craft maker. Why work of an artist or craft maker. ask questions about a piece of art – Why do they like/dislike it. do they like/dislike it. have ideas about what it is, what its Develop the language of art - begin Develop the language of art - begin to about, identify how it has been made. to ask questions about a piece of ask questions about a piece of art have ideas about what it is about, art – have ideas about what it is Talk about their ideas and make choices identify how it has been made. about, identify how it has been e.g choose tools, materials. made. Talk about their ideas and makes Talk about their ideas and makes choices eg. Chosen tools, materials. choices eg. Chosen tools, materials. **Drawing Drawing Drawing** 



- Investigate textures by making rubbings.
- Use simple vocabulary for texture eg. rough, smooth.
- Begin to explore different markmaking with a variety of media; pencils, rubbers, crayons, pastels, felt tips, charcoal, ballpoints, chalk.
- Draw on different scales

### Collage

- Create images from a variety of media e.g. photocopies material, fabric, crepe paper, magazines, some children have made etc
- Arrange and glue materials to different backgrounds
- Fold, crumple, tear and overlap papers
- Work on different scales
- Collect, sort, match colours appropriate for an image
- Create and arrange shapes appropriately

### **Evaluating and Developing Work**

 Identify what they may changes in their current work or develop in future work.

- Begin to explore different mark making with a variety of media; pencils, rubbers, crayons, pastels, felt tips, charcoal, ballpoints, chalk.
- Draw on different scales
- Draw lines of different shapes and thickness and select from 2 different grades of pencil.

#### **Painting**

- Use a variety of tools and techniques including different brush sizes and types of paint
- Mix and match colours to artefacts and objects.
- Work on different scales.
- Name different types of paint and their properties
- Mix primary shades and tones and name
- Mix secondary colours and name
- Add white and black to make tones

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- Draw on different scales.
- Draw lines of different shapes and thickness and select from 2 different grades of pencil.
- Observe and draw shapes.
- Identify light and dark marks/shapes.

### **3D Sculpture**

- Manipulate malleable materials in a variety of ways
- Understand the safety and basic care of materials and tools
- Experiment with constructing and joining recycled, natural and manmade materials

## **Evaluating and Developing Work**

Identify what they may changes in their current work or develop in future work

Suggested Vocabulary artist, sculptor, colour, pattern, shape, texture, rough smooth

artist, sculptor, colour, pattern, shape, texture

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Year 1 Year 2	Autumn – The Place Where I Live Observational Drawing / Printing	Spring- Explorers Self Portraits / Digital Media	Summer – Seaside Observational Drawing / Collage
Cycle B	Suggested artist – Suzie McKenzie	Suggested artist – Pablo Picasso or Andy Warhol	Suggested artist – Alfred Wallis
	<ul> <li>Exploring and Developing Ideas</li> <li>Describe what they think about the work of an artist or craft maker and how it can give them ideas.</li> <li>Record and explore ideas from first hand observation of real objects through drawing, painting and 3-d.</li> <li>Talk about their ideas and makes choices eg. Chosen tools, materials.</li> <li>Work creatively with a range of media and on different scales.</li> <li>Develop the language of art - ask questions about a piece of art - have ideas about what it is about, identify how it has been made. Compare and state preferences and why.</li> </ul>	<ul> <li>Exploring and Developing Ideas</li> <li>Describe what they think about the work of an artist or craft maker and how it can give them ideas.</li> <li>Record and explore ideas from first hand observation of real objects through drawing, painting and 3-d.</li> <li>Talk about their ideas and makes choices eg Chosen tools, materials.</li> <li>Work creatively with a range of media and on different scales.</li> <li>Develop the language of art - ask questions about a piece of art - have ideas about what it is about, identify how it has been made. Compare and state preferences and why.</li> </ul>	<ul> <li>Exploring and Developing Ideas</li> <li>Describe what they think about the work of an artist or craft maker and how it can give them ideas.</li> <li>Record and explore ideas from first hand observation of real objects through drawing, painting and 3-d.</li> <li>Talk about their ideas and makes choices eg Chosen tools, materials.</li> <li>Work creatively with a range of media and on different scales.</li> <li>Develop the language of art - ask questions about a piece of art - have ideas about what it is about, identify how it has been made. Compare and state preferences and why.</li> </ul>
	<ul> <li>Experiment with confidence in different mark-making with a variety of media; pencils, rubbers, crayons, pastels, felt tips, charcoal, ballpoints, chalk.</li> <li>Show better control and draw for longer period of time.</li> <li>Draw on different scales.</li> </ul>	<ul> <li>Experiment with confidence in different mark-making with a variety of media; pencils, rubbers, crayons, pastels, felt tips, charcoal, ballpoints, chalk.</li> <li>Show better control and draw for longer period of time.</li> <li>Explore hatching and cross- hatching.</li> <li>Observe and draw shapes with greater detail.</li> </ul>	<ul> <li>Drawing</li> <li>Use vocabulary to compare textures, patterns.</li> <li>Investigate textures by describing, rubbing, copying.</li> <li>Observe and draw shapes with greater detail.</li> </ul>

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• Draw lines of different shapes and thickness and select from 3 different grades of pencil.

### **Printing**

- Print with a range of hard and soft materials e.g. corks, pen barrels, sponge
- 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

### **Evaluating and Developing Work**

- Identify what they might change in their current work or develop in future work
- Review what they and others have done and say what they think and feel about it.
- Make links with an artist's work and their own.

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

### **Digital Media**

- Explore ideas using digital sources i.e. internet
- Record visual information using digital cameras, ipads
- 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
- Colours and Texture using simple filters to manipulate and create images
- Use basic selection and cropping tools

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- Draw lines of different shapes and thickness and select from 3 different grades of pencil.
- Show better control and draw for longer period of time.

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

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Suggested Vocabulary Vocabulary: artist, sculptor, textile artist, 3-d, colour, pattern, shape, texture

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