

Year 1 & Year 2 Art Skills

Generic Skills	Drawing	Painting	3D and Sculpture
<p>*Record and explore ideas from first hand observations</p> <p>*Ask and answer questions about the starting points for their work</p> <p>*Develop their ideas – try things out, change their minds</p> <p>*Explore the work of artists, craftspeople and designers from different times and cultures for differences and similarities.</p> <p>*Review what they and others have done and say what they think and feel about it.</p> <p>*Identify what they might change in their current work or develop in future work.</p> <p><u>Artist Study</u> Describe what they see and give an opinion about the work of an Artist. Ask questions about an Artist.</p>	<p>*Experiment with a variety of media; pencils, rubbers, crayons, pastels, felt tips, charcoal, ballpoints, chalk.</p> <p>*Control the types of marks made with the range of media.</p> <p><u>Lines and marks</u> Name, match and draw lines/marks from observations. Invent new lines. Draw on different surfaces with a range of media. Use differently textured and sized media.</p> <p><u>Shape</u> Observe and draw shapes from observations. Draw shapes in between objects. Invent new shapes.</p> <p><u>Tone</u> Investigate tone by drawing light/dark lines, light/dark patterns, light dark shapes etc.</p> <p><u>Texture</u> Investigate textures by describing, naming, rubbing, copying.</p>	<p>*Use a variety of tools and techniques including different brush sizes and types.</p> <p>*Mix and match colours to artefacts and objects Work on different scales</p> <p>*Experiment with tools and techniques e.g. layering, mixing media, scrapping through</p> <p>Name different types of paint and their properties.</p> <p><u>Colour</u> Identify primary colours by name. Mix primary shades and tones.</p> <p><u>Texture</u> Create textured paint by adding sand, plaster.</p>	<p>*Manipulate malleable materials in a variety of ways including rolling and kneading.</p> <p>* Explore sculpture with a range of malleable media</p> <p>Manipulate malleable materials for a purpose, e.g. pot, tile.</p> <p>*Understand the safety and basic care of materials and tools.</p> <p><u>Form</u> Experiment with constructing and joining recycled, natural and manmade materials. Use simple 2-D shapes to create a 3-D form.</p> <p><u>Texture</u> Change the surface of a malleable material. e.g. build a textured tile.</p>

<u>Textiles</u>	<u>Collage</u>	<u>Digital Media</u>	<u>Printing</u>
<p>*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.</p> <p><u>Colour</u> Apply colour with printing, dipping, fabric crayons Create and use dyes i.e. onion skins, tea, coffee.</p> <p><u>Texture</u> Create fabrics by weaving materials i.e. grass through twigs, carrier bags on a bike wheel.</p>	<p>*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</p> <p><u>Colour</u> Collect, sort, name match colours appropriate for an image.</p> <p><u>Shape</u> Create and arrange shapes appropriately.</p> <p><u>Texture</u> Create, select and use textured paper for an image.</p>	<p>*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</p> <p><u>Shapes</u> Using eraser, shape and fill tools.</p> <p><u>Colours and Texture</u> Using simple filters to manipulate and create images. Use basic selection and cropping tools.</p>	<p>*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</p> <p><u>Colour</u> Experiment with overprinting motifs and colour.</p> <p><u>Texture</u> Make rubbings to collect textures and patterns.</p>