

Art and Design KS1

Develop ideas	Respond to ideas and starting points.
	Explore ideas and collect visual information.
	Explore different methods and materials as ideas develop.
Painting	Use thick and thin brushes
	Mix primary colours to make secondary.
	Add white to colours to make tints and black to colours to make tones.
	Control the amount of water on the brush to create transparent and opaque colours
	Create colour wheels.
Collage	Use a combination of materials that are cut, torn and glued
	Sort and arrange materials
	Mix materials to create texture.
Sculpture	Use a combination of shapes.
	Include lines and texture.
	Use rolled up paper, straws, paper, card and clay as materials.
	Use techniques such as rolling, cutting, moulding and carving.
Drawing	Draw lines of different sizes and thickness using a range of drawing/sketching pencils
	Colour own work neatly following the lines.
	Show pattern and texture by adding dots and lines.
	Show different tones by using coloured pencils and different
Printing	Use repeating or overlapping shapes.
	Mimic print from the environment (e.g. wallpapers).
	Use objects to create prints (e.g. fruit, vegetables or sponges).
	Press, roll, rub and stamp to make prints.
Textiles	Use weaving to create a pattern.
	Join materials using glue and/or a stitch.
	Use plaiting.
	Use dip dye techniques.
Digital media	Use a wide range of tools to create different textures, lines, tones, colours and shapes.
To take inspiration from the greats (classic and modern)	Describe the work of notable artists, artisans and designers
	Use some of the ideas of artists studied to create pieces.

