



Meriden C of E Primary School - National Curriculum by Year Group

Art and Design

Cauliflower cards, Autumn term, Spring term, Summer term		Year 1
Pupils should be taught to develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.		
Knowledge	About the work of a range of artists, craft makers and designers, describing the differences and similarities and drawing links to their own work. Explore the differences and similarities within the work of artists, craftspeople and designers in different times and cultures.	
Generate ideas <i>Exploring and developing ideas</i>	Use a range of materials creatively to design and make products Record and explore ideas from first hand observation, experience and imagination. Ask and answer questions about the starting points for their work, and develop their ideas. Explore the differences and similarities within the work of artists, craftspeople and designers in different times and cultures.	
Make	Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination Begin to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space Breadth of study Work on their own, and collaboratively with others, on projects in 2 and 3 dimensions and on different scales. Use ICT. Investigate different kinds of art, craft and design.	



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Drawing	<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>Drawing Lines and Marks</u> Name, match and draw lines/marks from observations, Invent new lines</p> <p><u>Draw on different surfaces with a range of media.</u> <u>Shape</u> Observe and draw shapes from observations..</p> <p><u>Tone</u> Investigate tone by drawing light/dark lines, light/dark patterns, light/dark shapes. <u>Texture</u> Investigate textures by describing, naming, rubbing, copying.</p>	
Painting	<p><u>Painting</u> Use a variety of tools and techniques including different brush sizes and types. <u>Mix and match colours to artefacts and objects.</u> Work on different scales. Experiment with tools and techniques e.g. layering, mixing media, scrapping through. Name different types of paint and their properties. <u>Colour</u> Identify primary colours by name, Mix primary shades and tones. <u>Texture</u> Create textured paint by adding sand, plaster</p>	
Printing	<p><u>Texture</u> Make rubbing to collect textures and patterns</p>	
Textiles	<p><u>Textiles/collage</u> 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. <u>Colour</u> Apply colour with printing, dipping, fabric crayons. Create and use dyes i.e. onion skins, tea, coffee. <u>Texture</u> Create fabrics by weaving materials i.e. grass through twigs, carrier bags on a bike wheel</p>	
3D	<p><u>3 D form</u> 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. <u>Form</u> Experiment with constructing and joining recycled, natural and manmade materials. Use simple 2-D shapes to create a 3-D form. <u>Texture</u>. Change the surface of a malleable material e.g. give texture to your dinosaur.</p>	



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Collage		
Digital media	<p>Explore ideas using digital sources i.e. internet, CD-ROMs</p> <p>Record visual information using digital cameras, video recorders</p> <p>Use a simple graphics package to create images and effects with</p> <p><u>Lines</u> 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</p> <p>Use basic selection and cropping tools</p>	
Evaluate Evaluating and developing work	<p>Review what they and others have done and say what they think and feel about it. E.g. Annotate sketchbook</p> <p>Identify what they might change in their current work or develop in their future work.</p> <p>Record final products, thoughts and evaluations on seesaw.</p> <p>Stick sketchbooks into topic books to show art in the topic.</p>	