



STANBRIDGE LOWER SCHOOL

New National Curriculum 2014 - Programmes of study

Art and Design

KS1

Exploring and Developing Ideas

Record and explore ideas from first hand observations

Ask and answer questions about the starting points of 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

Evaluating and Developing Work

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

Experiment with a variety of media; pencils, rubbers, crayons, pastels, felt tips, charcoal, ballpoints, chalk.

Control the types of marks made with the media.

Lines & Marks

- name, match and draw lines/marks from observations.
- Invent new lines
- Draw on different surfaces with a range of media.

Shape -

- Observe and draw shapes from observations
- Draw shapes in between objects
- Invent new shapes.

Tone-

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

Texture-

- investigate shape by describing, naming, rubbing and copying,

Painting

Use a variety of tools and techniques including different brush sizes and types

Mix and match colours to artefacts and objects

Collage

Create images from a variety of media e.g. photocopies, material, fabric, crepe paper, magazines etc

Arrange and glue materials to different backgrounds

Textiles

Match and sort fabrics and threads for colour, texture, length, size and shape

Change and modify threads and fabrics, knotting,

<p>Work on different scales</p> <p>Experiment with tools and techniques e.g. layering, mixing media, scraping 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>Sort and group materials for different purposes e.g. colour, texture</p> <p>Fold, crumple, tear and overlap papers</p> <p>Work on different scales</p> <p><u>Colour</u> Collect, sort, name, match colours appropriate for image</p> <p><u>Shape</u> Create and arrange shapes appropriately</p> <p><u>Texture</u> Create, select and use textured paper for image</p>	<p>fraying, fringing, pulling threads, twisting, plaiting</p> <p>Cut and shape fabric using scissors/snips</p> <p>Apply shapes with glue or by stitching Apply decoration using beads, buttons, feathers etc</p> <p>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><u>3D-Sculpture</u></p> <p>Manipulate malleable materials in a variety of ways including rolling and kneading</p> <p>Explore sculpture with arrange of 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 2D shapes to create a 3D form</p> <p><u>Texture</u> Change the surface of a malleable material e.g. build a textured tile</p>	<p><u>Printing</u></p> <p>Print with arrange of hard and soft materials e.g. corks, pen barrels, sponge</p> <p>Make simple marks on rollers and printing palettes Take simple prints, mono-printing</p> <p>Roll printing ink over found objects to create patterns e.g plastic mesh, stencils</p> <p>Build repeating patterns and recognize pattern in the environment</p> <p>Create simple printing blocks with press print</p> <p>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>	<p><u>Digital Media</u></p> <p>Use 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 the brushes in response to ideas, <u>Shapes</u> using eraser, shape and fill tools <u>Colours and Texture</u> using simple fillers to manipulate and create images Use basic selection and cropping tools.</p>

