

Areas	Art and Design Skills	Years 1 and 2						
	Year:							
	Staff:							
To Develop Ideas	Respond to ideas and starting points							
	Explore ideas and collect visual information							
	Explore different methods and materials as ideas develop							
To Master Techniques	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						
		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.						
		Colour (own work) neatly following the lines.						
		Show pattern and texture by adding dots and lines.						
		Show different tones by using coloured pencils.						
	PRINT	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	Describe the work of notable artists, artisans and designers.						
		Use some of the ideas of artists studied to create pieces.						