

Exploring and Developing Ideas

Evaluating and Developing Work

Select and record from first hand observation, experience and imagination, and explore ideas for different purposes.
Question and make thoughtful observations about starting points and select ideas to use in their work.
Explore the roles and purposes of artists, craftspeople and designers working in different times and cultures.

Compare ideas, methods and approaches in their own and other they think and feel about them.
Adapt their work according to their views and describe how they might develop it further.
Annotate work in journal.

Drawing

Experiment with ways in which surface detail can be added to drawings.
Use journals to collect and record visual information from different sources.
Draw for a sustained period of time at an appropriate level.

Lines and Marks
Make marks and lines with a wide range of drawing implements e.g. charcoal, pencil, crayon, chalk pastels, pens etc.
Experiment with different grades of pencil and other implements to create lines and marks.

Form and Shape
Experiment with different grades of pencil and other implements to draw different forms and shapes.
Begin to show an awareness of objects having a third dimension.

Tone
Experiment with different grades of pencil and other implements to achieve variations in tone.
Apply tone in a drawing in a simple way.

Texture
Create textures with a wide range of drawing implements.
Apply a simple use of pattern and texture in a drawing.

Digital Media

Painting

Printing

Textiles

3-D

Collage

Record and collect visual information using digital cameras and video recorders

Present recorded visual images using software

Use a graphics package to create images and effects with; Lines by controlling the brush tool with increased precision

Change the type of brush to an appropriate style
Create shapes by making selections to cut, duplicate and repeat

Experiment with colours and textures by using effects and simple filters to manipulate and create images for a purpose

Experiment with different effects and textures inc. blocking in colour, washes, thickened paint creating textural effects

Work on a range of scales e.g. thin brush on small picture etc.

Create different effects and textures with paint according to what they need for the task.

Colour
Mix colours and know which primary colours make secondary colours

Use more specific colour language

Mix and use tints and shades

Create printing blocks using a relief or impressed method

Create repeating patterns

Print with two colour overlays

Use a variety of techniques, e.g. printing, dyeing, weaving and stitching to create different textural effects

Match the tool to the material

Develop skills in stitching, cutting and joining

Experiment with paste resist.

Plan, design and make models from observation or imagination

Join clay adequately and construct a simple base for extending and modelling other shapes

Create surface patterns and textures in a malleable material
Use papier mache to create a simple 3D object

Experiment with a range of collage techniques such as tearing, overlapping and layering to create images and represent textures

Use collage as a means of collecting ideas and information and building a visual vocabulary

Advised
CURRICULUM
COVERAGE
Maximum 3 media
per year