

Key Stage 1 YEAR 2 ART AND DESIGN

National Curriculum KS1 Programme of Study	Chris Quigley Essential Skills Milestone 1	
	Overarching Objective 3. 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 piece	
Pupils should be taught: <ul style="list-style-type: none"> • to use a range of materials creatively to design and make products • to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination • to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space • about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work. 	1. To develop ideas	<ul style="list-style-type: none"> • Respond to ideas and starting points • Explore ideas and collect visual information • Explore different methods and materials as ideas develop
	2. To master techniques: <u>Drawing</u>	<ul style="list-style-type: none"> • Show patterns and texture by adding dots and lines • Show different tones by using coloured pencils
	2. To master techniques: <u>Painting</u>	<ul style="list-style-type: none"> • Add white to colours to make tints and black to colours to make tones • Create colour wheels.
	2. To master techniques: <u>Sculpture</u>	<ul style="list-style-type: none"> • Use a combination of shapes. • Include lines and texture. • Use card and clay as materials. • Use techniques such as rolling, cutting, moulding and carving.
	2. To master techniques: <u>Textiles</u>	<ul style="list-style-type: none"> • Use weaving to create a pattern. • Join materials using glue and/or a stitch. • Use plaiting. • Use dip dye techniques.
	2. To master techniques: <u>Digital Media</u>	<ul style="list-style-type: none"> • Use a wide range of tools to create different textures, lines, tones, colours and shapes.