

Hemingbrough Community Primary School  
Key Stage One  
Art and Design



Pupils at Key Stage One will be taught:

- To use a range of materials creatively to design and make products
- To use drawing, painting and sculpture to develop and share 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

Drawing

Experiment with a variety of pencils, crayons, pastels, felt tips, pens, chalk. Control the types of marks made with the range of media.	<u>Lines and Marks</u> Draw lines/marks from observations. Draw on different surfaces.	<u>Shape</u> Observe and draw shapes from observations.	<u>Tone</u> Investigate tone by drawing light/dark lines, patterns and shapes.	<u>Texture</u> Investigate textures by describing, naming, rubbing and copying.	
Digital Media	Painting	Printing	Textiles	3d/Sculpture	Collage
Explore ideas using digital sources  Record visual information using digital cameras/i pads  Use simple graphics package to create images and effects with	Use a variety of tools and techniques including different brush sizes and types.  Mix and match colours to artefacts/objects.  Work on different scales.  Experiment with tools and techniques eg.	Print with range of hard/soft materials.  Roll print over objects found to create patterns.  Build repeating patterns and recognise pattern in the environment.	Cut and shape fabric using scissors.  Apply shapes with glue/stitching  Apply decoration/detail using beads, buttons, feathers.  Create cords and plaits for decoration/detail.	Manipulate malleable materials in a variety of ways including rolling and pinching.  Explore sculpture with a range of malleable media.  Manipulate materials for a purpose.	Create images from a variety of media eg. Fabric, crepe, magazines.  Arrange and glue materials to different backgrounds.  Fold, crumple, tear and overlap materials.  Work on different scales.

<u>Lines</u> by changing the size of brushes  <u>Shapes</u> using shape and fill tools  <u>Colours and textures</u> using simple tools and effects	Layering, mixing media, scraping through.  <u>Colour</u> Identify primary colours. Mix primary shades and tones.  <u>Texture</u> Create textured paint	Create simple printing blocks.  Design repetitive patterns.  <u>Colour</u> Experiment with over printing.  <u>Texture</u> Make rubbings to collect patterns and textures.	<u>Colour</u> Apply colour with printing, dipping, fabric crayons. Create and use dyes eg. Onion, tea, coffee.  <u>Texture</u> Create fabrics by weaving materials.	Understand the basic safety when using tools.  <u>Form</u> Experiment with constructing and joining recycled, natural and manmade materials.  Use simple 2D shapes to create a 3D form.  <u>Texture</u> Change the surface of a malleable material.  Add texture to 2D/3D creations.	<u>Colour</u> Collect, sort, name, match colours appropriate for an image.  <u>Shape</u> Create and arrange shapes appropriately.  <u>Texture</u> Create, select and use textured materials for an image.
--	---	---	--	--	--

### Other Artists

Look at and talk about the work of other artists, designers and craft makers.  
Talk about the differing styles/techniques used.  
Experiment with using different styles/techniques in their own work.  
Re-create the work of others on small/large scale.