

| SCHEME OF WORK COVERAGE – ART AND DESIGN | |
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| To develop ideas | Milestone One – Key Stage One (Reception, Years 1 and 2) • Respond to ideas and starting points • Explore ideas and collect visual information • Explore different methods and materials as ideas develop |
| To master techniques 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 |
| 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 |
| To master techniques Collage | Use a combination of materials that are cut, torn and glued Sort and arrange materials Mix materials to create texture |
| To master techniques 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 |
| To master techniques 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 |
| To master techniques Textiles | Use weaving to create a pattern Join materials using glue and/or a stitch Use plaiting Use dip dye techniques |
| To master techniques Digital media | • Use a wide range of tools to create different textures, lines, tones, colours and shapes |
| 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 pieces |