

St Johns Meads Art and Design Scheme of Work: Key Stage One		Year 1	Year 2
To develop ideas	Record and explore ideas from first hand observations		
	Ask and answer questions about the starting points for their work		
	Develop their ideas - try things out, change their minds		
	Explore the work of artists, craftspeople and designers from different times and cultures for differences and similarities		
Drawing	Experiment with a variety of media; pencils, crayons, pastels, felt tips, charcoal, pens, chalk.		
	To draw lines of different thicknesses		
	Draw on different surfaces with a range of media		
	Investigate tone by using different graded pencils		
	Observe and draw shapes from observations		
	Investigate textures by describing, naming, rubbing, copying		
Painting	Use a variety of different brush sizes and applicators		
	Identify primary colours by name		
	To be able to mix primary colours in order to make secondary colours.		
	Mix paints in a range of colours and describe them using appropriate language eg. Dark. Light, pale.		
	To be able to make different tints of primary colours.		
	Create textured paint by adding sand, plaster		
	To learn how to use and look after painting equipment safely.		

Collage	To develop accuracy in cutting and tearing, scrunching, and shaping a variety of media		
	To develop gluing skills, spreading etc.		
	Sort and group materials for different purposes e.g. colour and texture		
	Begin to use layering techniques		
	To create different effects in terms of colour, size, form and texture.		
Sculpture	To develop an awareness that a sculpture is viewed from all angles		
	To begin to develop simple 3D representations using a range of sources		
	Explore sculpture with a range of malleable media e.g. - kneading and rolling, cutting, carving		
	Manipulate malleable materials for a purpose e.g. pot, tile		
	Understand the safety and basic care of materials and tools		
Printing	Print with a range of materials e.g. corks, pen barrels, sponges, vegetables, fruit		
	Build repeating patterns		
	Recognise and mimic pattern in the environment e.g wallpaper		
	Explore press printing, roll printing, rubbing and stamps to make prints.		
	Experiment with overprinting motifs and colour		
Textiles	Match and sort fabrics and threads for colour, texture, length, size and shape		
	Change and modify fabrics e.g. knotting, fraying, fringing, pulling threads, twisting and plaiting		
	Cut and shape fabric using scissors/snips		

	Join materials using glue and/or stitching.		
	Apply colour to fabrics including using dip dyes, crayons, printing.		
	Use weaving to create a pattern.		
	Apply decoration using beads, buttons, feathers etc		
Food	Cut, peel or grate ingredients safely and hygienically		
	Measure or weigh using measuring cups or electric scales		
	Assemble or cook healthy ingredients		
	Understand where food comes from		
Resistant Materials (Construction, Mechanics, Electronics)	Choose suitable techniques o construct products or to repair items		
	Strengthen products using suitable techniques		
	Create products using levers and wheels		
Digital Media / Graphics	Explore artistic ideas using digital sources e.g. internet, digital cameras		
	Use graphics software to create images and effects with: <ul style="list-style-type: none"> - Lines by changing the size of brushes in response to ideas - Shapes using eraser, shape and fill tools - Colours and Textures using simple filters to manipulate and create images 		
Famous Artists	Describe the work of notable artists, artisans and designers.		
	Use some of the ideas of artists studied to create pieces.		

Evaluating	Review what they and others have done and say what they think and feel about it.		
	Identify what they might change in their current work or develop in future work.		
	Encourage correct use of vocabulary.		