

Art & Design Year 1	
Drawing	<ul style="list-style-type: none"> Express their feelings through drawings and create moods Draw lines of different shapes and thickness, using different grades of pencil Interpret an object through drawing Use a viewfinder to focus on a specific part of an artefact before drawing it
Painting	<ul style="list-style-type: none"> Express their feelings through painting Interpret an object through drawing Demonstrate an understanding of basic colour theory
Printing	<ul style="list-style-type: none"> Recognise different marks through printing with different objects Repeat prints to make a pattern Apply drawing skills to print Create a repeated print Create an impression in a surface and use this to print Find printing opportunities in everyday objects
Sketching	<ul style="list-style-type: none"> Begin to demonstrate their ideas through sketching Make links with an artist and show this in their sketches <p>Use their sketches as a mode to record experimentation</p>
3D	
Collage	
Use of ICT	<ul style="list-style-type: none"> Use a simple painting program to create a picture Recognise the different tools and how to use them Edit and improve a picture Create a picture independently Use simple IT mark-making tools (eg brush and pen tools) Edit their own work Change photographic images on a computer
Knowledge	<ul style="list-style-type: none"> Describe what they can see and like in the work of an artist/craft maker/designer Express their feelings about their own art Express their feelings about their peer's art
Artist/craft maker/designer to study	William Morris
Artistic terms related to topic (Key vocabulary)	Related Vocabulary

Greater Depth:

- Make links between their own artwork and other artists
- Evaluate their own and other's artwork and make suggestions for improvements
- Comment how an artist/designer has used colour, pattern and shape
- Plan their art using a range of techniques (eg - beginning to use sketches/discussions)

Topic/Novel Link:

Defined End Point

- - Begin to experiment with a range of materials creatively to design (using drawing, painting and sculpture) to develop ideas - After examining the work of a range of artists, begin to develop a wide range of techniques using colour, pattern, texture, line, shape, form and space