



Eastwood Village Primary School

KS1 – Art Skills



Exploring and Developing Ideas

1. Record and explore ideas from first hand observations
2. Ask and answer questions about the starting points for their work
3. Develop their ideas – try things out, change their minds
4. Explore the work of artists, craftspeople and designers from different times and cultures for differences and similarities

Evaluating and Developing Work

1. Review what they and others have done and say what they think and feel about it.
2. Identify what they might change in their current work or develop in future work

Drawing



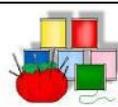
Painting



Printing



Textiles



3-D and sculpture



Collage



Digital Media



Children should have the opportunity to experiment with a variety of media; pencils, rubbers, crayons, pastels, felt tips, charcoal, ballpoints, chalk.

children should control the types of marks made with the range of media

Lines and Marks

Use a variety of tools and techniques including different brush sizes and types.

Mix and match colours to artefacts and objects

Work on different scales

Experiment with tools and techniques e.g. layering, mixing media, scrapping through

Print with a range of hard and soft materials e.g. corks, pen barrels, Sponge

Make simple marks on rollers and printing palettes

Take simple prints i.e. mono - printing
Roll printing ink over found objects to create patterns e.g. plastic mesh, stencils

Match and sort fabrics and threads for colour, texture, length, size and shape

Change and modify threads and fabrics, knotting, fraying, fringing, pulling threads, twisting, plaiting

Cut and shape fabric using scissors/snips

Apply shapes with glue or by stitching

Manipulate malleable materials in a variety of ways including rolling and kneading

Explore sculpture with a range of malleable media

Manipulate malleable materials for a purpose, e.g. pot, tile
Understand the safety and basic care of materials and tools

Create images from a variety of media e.g. photocopies material, fabric, crepe paper, magazines, etc

Arrange and glue materials to different backgrounds

Sort and group materials for different purposes e.g. colour, texture, patterns. Etc

Explore ideas using digital sources i.e. internet, software in school.

Record visual information using digital cameras, video recorders.

Use a simple graphics package to create images and effects with: Lines by changing the size of brushes in response to ideas.

<p>Name, match and draw lines/marks from observations Invent new lines Draw on different surfaces with a range of media</p> <p><u>Shape</u> Observe and draw shapes from observations Draw shapes in between objects Invent new shapes</p> <p><u>Tone</u> Investigate tone by drawing light/dark lines, light/dark patterns, light/dark shapes</p>	<p><u>Colour</u> Identify primary colours by name Mix primary shades and tones</p> <p><u>Texture</u> Create textured paint by adding sand, plaster</p>	<p>Build repeating patterns and recognise pattern in the environment</p> <p>Create simple printing blocks with press print</p> <p><u>Colour</u> Experiment with overprinting motifs and colour</p> <p><u>Texture</u> Make rubbings to collect textures and patterns</p>	<p>Apply decoration using beads, buttons, feathers, etc</p> <p>Create cords and plaits for decoration</p> <p><u>Colour</u> Apply colour with printing, dipping, fabric crayons Create and use dyes i.e. onion skins, tea, coffee</p> <p><u>Texture</u> Create fabrics by weaving materials i.e. grass through twigs, carrier bags on a bike wheel</p>	<p><u>Form</u> Experiment with constructing and joining recycled, natural and manmade materials</p> <p>Use simple 2-D shapes to create a 3-D form</p> <p><u>Texture</u> Change the surface of a malleable material e.g. build a textured tile</p>	<p>Fold, crumple, tear and overlap papers</p> <p>Work on different scales</p> <p><u>Colour</u> Collect, sort, name match, colours appropriate for an image</p> <p><u>Shape</u> Create and arrange shapes appropriately</p> <p><u>Texture</u> Create, select and use textured paper for an image</p>	<p><u>Shapes</u> using eraser, shape and fill tools <u>Colours and Texture</u> using simple filters to manipulate and create images. Use basic selection and cropping tools</p>
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