

Art – Year 1 – Autumn Term 1: Dinosaur Planet - MTP

National Curriculum	Week	NC - Coverage	Skills Taught	Activity Outline
<p>The national curriculum for Art and Design aims to ensure that all pupils:</p> <ul style="list-style-type: none"> Produce creative work, exploring their ideas and recording their experiences Become proficient in drawing, painting, sculpture and other art, craft and design techniques Evaluate and analyse creative works using the language of art, craft and design Know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms. <p>Subject content Key stage 1</p> <ul style="list-style-type: none"> To use a range of materials creatively to design and make products. To use drawing, painting and sculpture to develop and share their 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 	<p>Project 1 1</p>	<p>To develop a wide range of art and design techniques in using colour.</p> <p>To use Painting to develop ideas, experiences and imagination.</p>	<p>To experiment with an open mind.</p> <p>To explore their own ideas.</p> <p>To record their exploration.</p> <p>Mix secondary colours and shades.</p>	<p>To research the basic colour wheel.</p> <p>Look at Primary colours and Secondary colours.</p> <p>Can they make those colours?</p> <p>Can they experiment with dinosaur colours?</p>
	<p>Project 1 2</p>	<p>To use a range of materials creatively to make products.</p> <p>To develop a wide range of art and design techniques in using line, texture and shape.</p> <p>Produce creative work.</p> <p>Know about great artists, craft makers and designers.</p>	<p>To use materials purposefully to achieve particular qualities.</p> <p>Using paint as a form of printing.</p> <p>Mix and match colours to artefacts and objects.</p> <p>Use a variety of materials, e.g. sponges or fruit/vegetables.</p> <p>Demonstrate a range of techniques, e.g. pressing and stamping.</p>	<p>To print Dinosaur footprints using paint.</p> <p>Research printing Artists:</p> <p>Zeena Shah: Textile Designer</p> <p>Ruth Purdy: British Artist</p>
	<p>Project 1 3</p>	<p>Evaluating and analysing the creatives works produced by printing.</p>	<p>Showing an interest in and describing what they think about the work of others.</p> <p>Identify what they might change in their current work or develop in their future work.</p>	<p>To evaluate their own and others printing techniques.</p>
<p>Project 1 completed</p>				

	<p>Project 2 4</p>	<p>To learn about the work of a range of Artists, Craft makers and Designers.</p> <p>To use drawing to share their ideas.</p>	<p>To experiment with an open mind.</p> <p>To explore their own ideas.</p> <p>To record their exploration.</p> <p>Ask and answer questions about the starting points for their work</p>	<p>Researching dinosaur footprints. Look at the art work produced by Designing their own footprint.</p>
	<p>Project 2 5</p>	<p>To use sculpture to develop and share their ideas, experiences and imagination.</p> <p>Produce creative work.</p>	<p>Manipulate clay in a variety of ways, e.g. rolling, kneading and shaping.</p> <p>To use materials purposefully to achieve particular qualities and characteristics.</p> <p>Develop and use a texture for effect.</p>	<p>To create a dinosaur footprint using clay.</p>
	<p>Project 2 6</p>	<p>To describe similarities and differences between their practices and their peers.</p> <p>Evaluate.</p>	<p>Identify what they might change in their current work or develop in their future work.</p> <p>Recognising simple characteristics of Art, Craft and Design techniques.</p>	<p>To evaluate their own clay footprint.</p>
Project 2 completed				

Art – Year 1 – Autumn Term 2: Bright Lights, Big City - MTP

National Curriculum	Week	NC - Coverage	Skills Taught	Activity Outline
<p>The national curriculum for Art and Design aims to ensure that all pupils:</p> <ul style="list-style-type: none"> Produce creative work, exploring their ideas and recording their experiences Become proficient in drawing, painting, sculpture and other art, craft and design techniques Evaluate and analyse creative works using the language of art, craft and design Know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms. <p style="text-align: center;"><u>Subject content Key stage 1</u></p> <ul style="list-style-type: none"> To use a range of materials creatively to design and make products. To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space 	Project 1 1	<p>To know about great artists and understand the historical and cultural development of their art form. Learn about the work of a range of artists.</p> <p>Become proficient in drawing.</p> <p>To use a range of materials creatively to design.</p> <p>To use drawing to develop and share their ideas.</p> <p>Exploring their ideas</p>	<p>To experiment with an open mind.</p> <p>To explore their own ideas.</p> <p>Use a variety of tools, including pencils and rubbers.</p> <p>Begin to explore the use of line, shape and colour.</p>	<p>Mike Jeffries: English Artist.</p> <p>Examine and explore the Mike Jeffries London Transport painting.</p> <p>To sketch Mike Jeffries transport painting.</p>
		Project 1 2	<p>Become proficient in painting.</p> <p>To develop a wide range of art and design techniques in using colour, line and shape.</p>	<p>Continue to use line, shape and colour.</p> <p>Mix secondary colours and shades.</p> <p>Using different types of paint.</p>
	Project 1 3	<p>Describing the differences and similarities between different practices and disciplines, and making links to their own work.</p> <p>Know about great artists, craft makers and designers</p>	<p>Identify what they might change in their current work or develop in their future work.</p> <p>Review what they have done and say what they think and feel about it.</p>	<p>To compare their final piece with Mike Jeffries 'London Transport'.</p>
Project 1 complete.				

<ul style="list-style-type: none"> 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 	<p>Project 2 4</p> <p>To use a range of materials creatively to design.</p> <p>Exploring their ideas</p> <p>To develop a wide range of art and design techniques in using colour, line and shape.</p>	<p>Use a variety of tools, including pastels.</p> <p>Begin to explore the use of line, shape and colour when working with pastel.</p> <p>Try out a range of materials and process.</p>	<p>To experiment with using pastels.</p> <p>Explore how to use pastels effectively.</p>
	<p>Project 2 5</p> <p>To develop a wide range of art and design techniques in using colour, line and shape.</p> <p>To use drawing to develop and share their ideas, experiences and imagination.</p> <p>Become proficient in drawing.</p> <p>Produce creative work.</p>	<p>Use a variety of tools, including pastels.</p> <p>Continue to explore and use line, shape and colour when working with pastel.</p>	<p>To use pastels to design and create own transport. (E.g. train/bus/car).</p>
	<p>Project 2 6</p> <p>To develop a wide range of art and design techniques.</p> <p>Evaluate and analyse creative works using the language of art, craft and design.</p>	<p>Review what they and others have done and say what they think and feel about it. E.g. Annotate.</p> <p>Identify what they might change in their current work or develop in their future work.</p>	<p>To evaluate their use of pastels & their final piece.</p> <p>Think carefully about developments that could be made.</p>
	<p>Project 2 completed</p>		

Art – Year 1 – Spring 1: Paws, Claws and Whiskers- MTP

National Curriculum	Week	NC - Coverage	Skills Taught	Activity Outline
<p>The national curriculum for Art and Design aims to ensure that all pupils:</p> <ul style="list-style-type: none"> Produce creative work, exploring their ideas and recording their experiences Become proficient in drawing, painting, sculpture and other art, craft and design techniques Evaluate and analyse creative works using the language of art, craft and design <p>Know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms.</p> <p><u>Subject content Key stage 1</u></p> <ul style="list-style-type: none"> To use a range of materials creatively to design and make products. To use drawing, painting and sculpture to develop and share their 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 	<p>Project 1 1</p>	<p>Know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms.</p> <p>About the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines.</p>	<p>Explore the differences and similarities within the work of artists, craftspeople and designers in different times and cultures.</p> <p>Experiment with an open mind (using all of the materials presented to them).</p> <p>Investigate different kinds of art, craft and design</p>	<p>Look at the Artists:</p> <p>Henri Rousseau: French Painter.</p> <p>Megan Coyle: American Artist and Illustrator.</p> <p>Compare their techniques and experiment with each of their practices.</p>
	<p>Project 1 2</p>	<p>To use a range of materials creatively to design and make products.</p> <p>Become proficient in drawing, painting, sculpture and other art, craft and design techniques.</p> <p>To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space</p>	<p>Create images from imagination, experience or observation.</p> <p>How to use a wide variety of media and tools, including photocopied material, fabric, plastic, tissue, magazine and crepe paper.</p> <p>Try out a range of materials and processes and recognise that they have different properties.</p> <p>Create different textures.</p>	<p>To collage 'Big Cats'.</p>
	<p>Project 1 3</p>	<p>About the work of a range of artists, craft makers and designers and making links to their own work</p> <p>Evaluate and analyse creative works using the language of art, craft and design</p>	<p>To know the names of the tools, techniques and the formal elements that they have used.</p> <p>Link their own product to well-known Artists.</p>	<p>To compare their 'Big Cat' to Rousseau and Coyles work.</p> <p>Make links to their own work from Coyle and Rousseau practices.</p>
<p>Project 1 complete.</p>				

	<p>Project 2 4</p> <p>Exploring their ideas and recording their experiences.</p> <p>To use painting to develop and share their ideas, experiences and imagination.</p>	<p>Ask and answer questions about the starting points for their work, and develop their ideas.</p> <p>Experimenting with an open mind.</p>	<p>Experiment and explore the use of watercolours.</p> <p>Explore different 'Big Cat' patterns and how they could be created.</p>
	<p>Project 2 5</p> <p>To develop a wide range of art and design techniques in using colour, pattern, texture.</p> <p>To use painting to develop and share their ideas, experiences and imagination.</p>	<p>Build a repeating pattern.</p> <p>Use a variety of tools and techniques including the use of different brush sizes and types.</p> <p>Begin to control the types of marks made with the range of media.</p>	<p>To use watercolours to create 'Big Cat' patterns.</p>
	<p>Project 2 6</p> <p>To develop a wide range of art and design techniques in using colour, pattern, texture.</p> <p>To use painting to develop and share their ideas, experiences and imagination.</p> <p>Describing the differences and similarities between different practices and disciplines, and making links to their own work.</p>	<p>Build a repeating pattern.</p> <p>Use a variety of tools and techniques including the use of different brush sizes and types.</p> <p>Begin to control the types of marks made with the range of media.</p> <p>Look at and talk about their own work and the techniques they had used.</p>	<p>Continue to create 'Big Cat' patterns.</p> <p>Children to create an opposing pattern and compare the process of creating each pattern.</p>
	Project 2 completed		

Art – Year 1 – Spring 2: Splendid Skies - MTP

National Curriculum	Week	NC - Coverage	Skills Taught	Activity Outline
<p>The national curriculum for Art and Design aims to ensure that all pupils:</p> <ul style="list-style-type: none"> Produce creative work, exploring their ideas and recording their experiences Become proficient in drawing, painting, sculpture and other art, craft and design techniques Evaluate and analyse creative works using the language of art, craft and design Know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms. <p style="text-align: center;"><u>Subject content Key stage 1</u></p> <ul style="list-style-type: none"> To use a range of materials creatively to design and make products. To use drawing, painting and sculpture to develop and share their 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 	Project 1 1	<p>About the work of a range of artists, craft makers and designers.</p> <p>Produce creative work, exploring their ideas and recording their experiences</p> <p>To use a range of materials creatively to design.</p>	<p>Use a variety of tools including charcoal.</p> <p>Exploring ideas from observation (Bob Ross) and recording.</p> <p>Begin to explore the use of line and shape.</p>	<p>Look into Artist Bob Ross (American Painter) and how he created clouds.</p> <p>Exploring how to use charcoal.</p> <p>Charcoal activity: Light to Dark.</p>
	Project 1 2	<p>To use a range of materials creatively to design and make products.</p> <p>About the work of a range of artists, craft makers and designers.</p> <p>To use drawing to develop and share ideas.</p> <p>Become proficient in drawing.</p>	<p>Explore lightening and darkening paint without the use of black or white.</p> <p>Continuing to use a variety of tools including charcoal.</p> <p>Using ideas from observation (Bob Ross).</p> <p>Continue to explore the use of line and shape.</p>	<p>Using charcoals to create cloud representations.</p>
	Project 1 3	<p>Evaluate and analyse creative works using the language of art, craft and design</p> <p>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</p>	<p>Review what they and others have done and say what they think and feel about it. E.g. Annotate.</p> <p>Look at and talk about own work and that of other artists and the techniques they had used.</p>	<p>Evaluate own cloud representation.</p> <p>Compare with peers & against Bob Ross representations.</p>
	Project 1 complete.			

	<p>Project 2 4</p> <p>About the work of a range of artists, craft makers and designers.</p> <p>Exploring their ideas.</p> <p>To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.</p>	<p>Investigate different kinds of art, craft and design.</p> <p>Record and explore ideas from first hand observation, experience and imagination.</p> <p>Ask and answer questions about the starting points for their work, and develop their ideas.</p>	<p>Exploring how to create a sculpture.</p> <p>Investigate and explore different cloud sculptures that have been created.</p> <p>Look into different practices.</p> <p>Start to design cloud.</p>
	<p>Project 2 5</p> <p>Produce creative work, exploring their ideas and recording their experiences</p> <p>Become proficient in sculpture and other art, craft and design techniques.</p> <p>To use sculpture to develop and share their ideas, experiences and imagination</p>	<p>Explore shape and form.</p> <p>Experiment with, construct and join recycled, natural and man-made materials.</p> <p>Decorate textiles with glue, to add colour and detail.</p> <p>Begin to cut, glue and trim material.</p>	<p>To create a cloud sculpture.</p> <p>*Use of textiles incorporated with cloud sculpture. Materials such as: fabric/felt/cotton wool/string/ribbon may be used.</p>
	<p>Project 2 6</p> <p>Produce creative work, exploring their ideas and recording their experiences</p> <p>Become proficient in sculpture and other art, craft and design techniques.</p> <p>To use sculpture to develop and share their ideas, experiences and imagination.</p> <p>Evaluate and analyse creative works using the language of art, craft and design.</p>	<p>Continue to explore shape and form.</p> <p>Continue to experiment with, construct and join recycled, natural and man-made materials.</p> <p>Evaluating sculpture: Identify what they might change in their current work or develop in their future work.</p>	<p>Continue with cloud sculpture.</p> <p>Evaluate sculpture.</p>
	Project 2 completed		

Art – Year 1- Summer 1: The Enchanted Woodland - MTP

National Curriculum	Week	NC - Coverage	Skills Taught	Activity Outline
<p>The national curriculum for Art and Design aims to ensure that all pupils:</p> <ul style="list-style-type: none"> Produce creative work, exploring their ideas and recording their experiences Become proficient in drawing, painting, sculpture and other art, craft and design techniques Evaluate and analyse creative works using the language of art, craft and design Know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms. <p><u>Subject content Key stage 1</u></p> <ul style="list-style-type: none"> To use a range of materials creatively to design and make products. To use drawing, painting and sculpture to develop and share their 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 	<p>Project 1 1</p>	<p>Produce creative work, exploring their ideas and recording their experiences</p> <p>Become proficient in drawing.</p> <p>To use drawing to develop and share their ideas, experiences and imagination.</p> <p>To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.</p>	<p>To use a variety of tools, including pencils, rubbers and crayons.</p> <p>Exploring the use of line, shape and colour.</p> <p>Developing ideas from first hand observation.</p>	<p>Observational drawing of trees (using outdoor area).</p>
	<p>Project 1 2</p>	<p>Produce creative work, exploring their ideas and recording their experiences</p> <p>Become proficient in drawing.</p> <p>To use drawing to develop and share their ideas, experiences and imagination.</p> <p>To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.</p>	<p>To continue to use a variety of tools, including pencils, rubbers and crayons.</p> <p>Exploring the use of line, shape and colour.</p> <p>Developing ideas from first hand observation.</p>	<p>Observational drawing of leaves (using outdoor area/leaves from outdoors).</p>
	<p>Project 1 3</p>	<p>Evaluate and analyse creative works using the language of art, craft and design</p> <p>Know about great artists and understand the historical and cultural development of their art forms.</p> <p>Describing the differences and similarities between different practices and disciplines, and making links to their own work.</p>	<p>Link their own product to well-known Artists.</p> <p>Look at and talk about own work and that of other artists and the techniques they had used.</p>	<p>Look at Vincent Van Gogh: Dutch post-impressionist painter.</p> <p>Trees/Leaves.</p> <p>Compare their own drawings to Vincent Van Gogh's: What practices did he use? Did you use the same practices?</p>
<p>Project 1 complete.</p>				

	<p>Project 2 4</p> <p>Produce creative work, exploring their ideas and recording their experiences</p> <p>Become proficient other art, craft and design techniques.</p> <p>To develop a wide range of art and design techniques in using colour, pattern and texture.</p>	<p>Create different textures.</p> <p>Build a repeating pattern and recognise pattern in the environment.</p> <p>Make rubbings.</p>	<p>Exploring wax rubbings.</p> <p>Children to use the outdoor area to investigate how they can create wax rubbings.</p>
	<p>Project 2 5</p> <p>Produce creative work, exploring their ideas and recording their experiences</p> <p>Become proficient other art, craft and design techniques.</p> <p>To develop a wide range of art and design techniques in using colour, pattern and texture.</p>	<p>Work on their own, and collaboratively with others, on projects in 2 dimensions and work in different scales.</p> <p>Create different textures.</p> <p>Build a repeating pattern and recognise pattern in the environment.</p> <p>Make rubbings.</p>	<p>Creating wax print/rubbing leaves.</p> <p>Children to work in pairs to create joint rubbings.</p> <p>Create an A3 piece.</p>
	<p>Project 2 6</p> <p>Evaluate and analyse creative works using the language of art, craft and design.</p>	<p>Review what they and others have done and say what they think and feel about it.</p> <p>Show an interest in and describe the work of others.</p>	<p>Compare their group project to other group projects.</p> <p>Have they used similar techniques?</p> <p>Are there any similarities or differences?</p>
	<p>Project 2 completed</p>		

Art – Year 1 – Summer 2: Superheroes - MTP

National Curriculum	Week	NC - Coverage	Skills Taught	Activity Outline
<p>The national curriculum for Art and Design aims to ensure that all pupils:</p> <ul style="list-style-type: none"> Produce creative work, exploring their ideas and recording their experiences Become proficient in drawing, painting, sculpture and other art, craft and design techniques Evaluate and analyse creative works using the language of art, craft and design Know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms. <p style="text-align: center;"><u>Subject content Key stage 1</u></p> <ul style="list-style-type: none"> To use a range of materials creatively to design and make products. To use drawing, painting and sculpture to develop and share their 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 	<p>Project 1 1</p>	<p>Exploring their ideas and recording their experiences.</p> <p>Know about great artists and understand the historical and cultural development of art forms.</p> <p>About the work of a range of artists, craft makers and designers and making links to their own work</p> <p>To use painting to develop and share their ideas, experiences and imagination.</p>	<p>Investigate different kinds of art, craft and design.</p> <p>Record and explore ideas from first hand observation, experience and imagination.</p> <p>Ask and answer questions about the starting points for their work, and develop their ideas.</p> <p>Explore the differences and similarities within the work of artists, craftspeople and designers in different times and cultures</p>	<p>Research Pop Art.</p> <p>Andy Warhol: American Artist.</p> <p>Roy Fox Lichtenstein: American pop artist</p> <p>Compare the Artists techniques and experiment.</p> <p>Start own Pop Art design.</p>
		<p>Project 1 2</p>	<p>To use painting to develop and share their ideas, experiences and imagination.</p> <p>Become proficient in painting, other art, craft and design techniques.</p> <p>To use a range of materials creatively to design and make products.</p>	<p>Mix secondary colours and shades</p> <p>Using different types of paint.</p> <p>Use a variety of tools and techniques including the use of different brush sizes and types.</p>
	<p>Project 1 3</p>	<p>Evaluate and analyse creative works using the language of art, craft and design</p> <p>Know about great artists and understand the historical and cultural development of their art forms. Describing the differences and similarities between different practices and disciplines, and making links to their own work.</p>	<p>Link their own product to well-known Artists.</p> <p>Look at and talk about own work and that of other artists and the techniques they had used.</p>	<p>Continue with creating Superhero signs.</p> <p>Evaluate designs against the work of Roy Fox Lichtenstein and Andy Warhol.</p>
	<p>Project 1 complete.</p>			

	<p>Project 2 4</p>	<p>Exploring their ideas and recording their experiences.</p> <p>Know about great artists and understand the historical and cultural development of art forms.</p> <p>About the work of a range of artists, craft makers and designers and making links to their own work</p> <p>To use painting to develop and share their ideas, experiences and imagination.</p>	<p>Investigate different kinds of art, craft and design.</p> <p>Record and explore ideas from first hand observation, experience and imagination.</p> <p>Ask and answer questions about the starting points for their work, and develop their ideas.</p> <p>Explore the differences and similarities within the work of artists, craftspeople and designers in different times and cultures.</p>	<p>Research pointillism.</p> <p>Look at Artist: Georges Seurat: French post-Impressionist artist. (pointillism)</p> <p>Look at Artist: Paul Signac: French Neo-Impressionist painter (pointillism)</p> <p>Compare their techniques and begin to design self-portrait.</p>
	<p>Project 2 5</p>	<p>To use painting to develop and share their ideas, experiences and imagination.</p> <p>Become proficient in painting, other art, craft and design techniques.</p> <p>To use a range of materials creatively to design and make products.</p>	<p>Mix secondary colours and shades</p> <p>Using different types of paint.</p> <p>Use a variety of tools and techniques including the use of different brush sizes and types.</p>	<p>Create Pointillism self-portrait.</p>
	<p>Project 2 6</p>	<p>To use painting to develop and share their ideas, experiences and imagination.</p> <p>Become proficient in painting, other art, craft and design techniques.</p> <p>To use a range of materials creatively to design and make products.</p> <p>Evaluate and analyse creative works using the language of art, craft and design</p>	<p>Mix secondary colours and shades</p> <p>Using different types of paint.</p> <p>Use a variety of tools and techniques including the use of different brush sizes and types.</p>	<p>Continue with self-portrait.</p> <p>Evaluate own self-portrait against those of their peers.</p>
<p style="text-align: center;">Project 2 completed</p>				