

YEAR 1 ART & DESIGN CURRICULUM FRAMEWORK

Overview of Key Stage 1 Curriculum:

Art, craft and design embody some of the highest forms of human creativity. A high-quality art and design education should engage, inspire and challenge pupils, equipping them with the knowledge and skills to experiment, invent and create their own works of art, craft and design. As pupils progress, they should be able to think critically and develop a more rigorous understanding of art and design. They should also know how art and design both reflect and shape our history, and contribute to the culture, creativity and wealth of our nation.

AUTUMN TERM 1	AUTUMN TERM 2	SPRING TERM 3
MEMORY BOX	BRIGHT LIGHTS, BIG CITY	MOON ZOOM
<p>Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.</p> <p>Draw or paint a picture of a family celebration.</p> <p>Learn about the work of a range of artists, describing the differences and similarities between different practices and disciplines and making links to their own work.</p> <p>Look at a range of family portraits then paint a portrait of own family</p>		<p>Use a range of materials creatively to design and make products</p> <p>Create a class model of the solar system using balloons and papier maché</p>
SPRING TERM 4	SUMMER TERM 5	SUMMER TERM 6
PAWS, CLAWS AND WHISKERS	THE ENCHANTED WOODLAND	SPLENDID SKIES

<p>Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.</p> <p>Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.</p> <p>Use a range of different drawing materials to create pictures of pets.</p> <p>Draw from or talk about experiences, creative ideas and observations</p> <p>Look at a collection of paintings, drawings and sculptures of different types of animals</p> <p>Create an imaginary version of a familiar pet</p> <p>Use a range of print making and collage materials to make patterns based on the natural markings on a range of animal skins.</p> <p>Make large scale paintings of a variety of cats</p> <p>Make 3D sculptures of big cats.</p> <p>Cut and tear paper and glue it to a surface</p> <p>Make masks of different zoo animals.</p>	<p>Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.</p> <p>Use sculpture to develop and share their ideas, experiences and imagination.</p> <p>Make a tree bogart</p> <p>Make woodland crowns</p> <p>Use natural materials to make tree hangings and sculptures.</p> <p>Draw or paint a picture of a woodland creature</p>	<p>Learn 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>Look at artist Berndnaut Smilde’s moving cloud installations. Make own clouds using a variety of materials.</p> <p>Talk about personal likes and dislikes regarding a piece of art</p> <p>Use a range of materials creatively to design and make products</p> <p>Make season trees</p> <p>Cut and tear paper and glue it to a surface</p> <p>Make sun-catchers</p>
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