Two Year Scheme of Work Coverage of **Art and Design** for Key Stage One

Learning Objectives	Milestone One Key Stage One	Cycle One	Cycle Two
To develop ideas	Respond to ideas and starting points.	On going	On going
	Explore ideas and collect visual information.		
	 Explore different methods and materials as ideas develop. 		
To master techniques	Draw lines of different sizes and thickness.	Autumn + Spring	
Drawing	Colour (own work) neatly following the lines.	Autumn	
	 Show pattern and texture by adding dots and lines. 	Autumn	
	Show different tones by using coloured pencils.	Autumn	
To master techniques	Use thick and thin brushes.	Spring	
Painting	Mix primary colours to make secondary.	Spring	
	 Add white to colours to make tints and black to colours to make tones. 	Spring	
	Create colour wheels.		Summer
To master techniques	Use a combination of materials that are cut, torn and glued.		Spring
Collage	Sort and arrange materials.		Spring
	Mix materials to create texture.		Spring
To master techniques	Use a combination of shapes.	Summer	
Sculpture	Include lines and texture.	Summer	
	 Use rolled up paper, straws, paper, card and clay as materials. 	Summer	
	 Use techniques such as rolling, cutting, moulding and carving. 	Summer	
To master techniques	Use repeating or overlapping shapes.	Autumn	Summer
Print	 Mimic print from the environment (e.g. wallpapers). 	Autumn	Summer
	 Use objects to create prints (e.g. fruit, vegetables or sponges). 	Autumn	Summer
	Press, roll, rub and stamp to make prints.	Autumn	Summer
To master techniques	Use weaving to create a pattern.		Autumn
Textiles	Join materials using glue and/or a stitch.		Autumn
	Use plaiting.		Autumn
	Use dip dye techniques.		Autumn
To master techniques Digital	Use a wide range of tools to create different textures, lines, tones, colours	Autumn	
media	and shapes.		
To take inspiration from the	Describe the work of notable artists, artisans and designers.	Spring	
greats (classic and modern)	 Use some of the ideas of artists studied to create pieces. 	Spring	