



Year One Art and Design Progression Steps

Exploring and developing ideas (ongoing)			Evaluating and developing work (ongoing)		
<ul style="list-style-type: none"> Record and explore ideas from first hand observation, experience and imagination. Ask and answer questions about the starting points for their work, and develop their ideas. Explore the differences and similarities within the work of artists, craftspeople and designers in different times and cultures. 			<ul style="list-style-type: none"> Review what they and others have done and say what they think and feel about it. E.g. Annotate sketchbook Identify what they might change in their current work or develop in their future work. 		
Drawing	Painting	Printing	Textiles/Collage	3D form	Digital Media
<ul style="list-style-type: none"> Use a variety of tools, inc. pencils, rubbers, crayons, pastels, felt tips, charcoal, ballpoints, chalk and other dry media. Use a sketchbook to gather and collect artwork. Begin to explore the use of line, shape and colour 	<ul style="list-style-type: none"> Use a variety of tools and techniques including the use of different brush sizes and types. Mix and match colours to artefacts and objects. Work on different scales. Mix secondary colours and shades using different types of paint. Create different textures e.g. use of sawdust. 	<ul style="list-style-type: none"> Make marks in print with a variety of objects, including natural and made objects. Carry out different printing techniques e.g. monoprint, block, relief and resist printing. Make rubbings. Build a repeating pattern and recognise pattern in the environment. 	<ul style="list-style-type: none"> Use a variety of techniques, e.g. weaving, finger knitting, fabric crayons, sewing and binca. How to thread a needle, cut, glue and trim material. Create images from imagination, experience or observation. Use a wide variety of media, inc. photocopied material, fabric, plastic, tissue, magazines, crepe paper, etc. 	<ul style="list-style-type: none"> Manipulate clay in a variety of ways, e.g. rolling, kneading and shaping. Explore sculpture with a range of malleable media, especially clay. Experiment with, construct and join recycled, natural and man-made materials. Explore shape and form. 	<ul style="list-style-type: none"> Explore ideas using digital sources i.e. internet, CD-ROMs Record visual information using digital cameras, video recorders. Use a simple graphics package to create images and effects with: <u>Lines</u> by changing the size of brushes in response to ideas <u>Shapes</u> using eraser, shape and fill tools <u>Colours</u> and <u>Texture</u> using simple filters to manipulate and create images Use basic selection and cropping tools
Language					
<u>Line</u> Straight Curved Long Short Wavy Thick Thin <u>Tone</u> Light dark	<u>Tone</u> Light dark <u>Colour</u> Primary Secondary bright cool warm	<u>Pattern</u> Repeated spotted striped symmetrical	<u>Texture</u> Rough smooth bumpy soft hard prickly shiny furry hairy	<u>Shape and form</u> 2D shape 3D shape flat curved symmetrical	<u>Colour</u> Primary Secondary bright cool warm <u>Pattern</u> Repeated spotted striped symmetrical