

## Year 1 and 2 Medium Term Planning Cycle A

### **Key Knowledge**

#### **Pupils should be taught:**

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.

	<b>Generating Ideas</b>	<b>Sketch Books</b>	<b>Making skills including formal elements</b>	<b>Knowledge of Artists</b>	<b>Evaluation and Analysing</b>
<b>Autumn 1</b> <b>Formal elements of Art</b> Shape, Line and Colour	To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.	Use sketch book to develop ideas in an open ended way.  Experiment in sketchbooks using drawing to record ideas. Use sketchbooks to make decisions about what to try out next.	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.	Evaluate and analyse creative works using the language of art, craft and design.
<b>Sculptures and collages</b> Snail Sculptures	Use sculpture to develop and share their ideas.	Use sketch book to develop ideas in an open ended way.  Experiment in sketchbooks using drawing to record ideas. Use sketchbooks to make decisions about what to try out next.	Develop art and design and techniques in using pattern.	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.	Evaluate and analyse creative works using the language of art, craft and design.

<p><b>Spring 1 Art and Design Skills</b> (Year 2 lessons)</p>	<p>To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.</p>	<p>Use sketch book to develop ideas in an open ended way.</p> <p>Experiment in sketchbooks using drawing to record ideas. Use sketchbooks to make decisions about what to try out next.</p>	<p>To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.</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>Evaluate and analyse creative works using the language of art, craft and design.</p>
<p><b>Sculptures and collages</b> Junk model animals</p>	<p>To use their experiences and imagination</p>	<p>Use sketch book to develop ideas in an open ended way.</p> <p>Experiment in sketchbooks using drawing to record ideas. Use sketchbooks to make decisions about what to try out next.</p>	<p>To develop a wide range of art and design techniques.</p> <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, describing the differences and similarities between different practices and disciplines, and making links to their own work.</p>	<p>Evaluate and analyse creative works using the language of art, craft and design.</p>
<p><b>Summer 1 Landscapes using different media</b> (Link to park topic - use a park landscape)</p>	<p>To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.</p> <p>Become proficient in drawing, painting, sculpture and other art, craft and design techniques.</p>	<p>Use sketch book to develop ideas in an open ended way.</p> <p>Experiment in sketchbooks using drawing to record ideas. Use sketchbooks to make decisions about what to try out next.</p>	<p>Use a range of materials creatively to design and make products</p> <p>Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space</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>Evaluate and analyse creative works using the language of art, craft and design.</p>
<p><b>Sculptures and collages</b></p>	<p>To use drawing, painting and sculpture to develop and share</p>	<p>Use sketch book to develop ideas in an open ended way.</p>	<p>To use a range of materials creatively to design and make</p>	<p>About the work of a range of artists, craft makers and designers, describing the</p>	<p>Evaluate and analyse creative works using the language of art, craft and</p>

<p>natural materials college</p>	<p>their ideas, experiences and imagination.</p>	<p>Experiment in sketchbooks using drawing to record ideas. Use sketchbooks to make decisions about what to try out next.</p>	<p>products.</p>	<p>differences and similarities between different practices and disciplines, and making links to their own work.</p>	<p>design.</p>
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<p><b><u>GDS</u></b> <b><u>Opportunities</u></b></p>	<p>Children can use a variety of patterns to make quite complex patterns so encourage them to experiment and take risks.          Children will work in an assured manner and use tools more confidently.          Children should be encouraged to describe how they are creating tones by using the pencil differently.          Children will be able to respond to more complex images.          Children could be asked to describe the connection between their own work and the artist, and should be confident in mixing and applying their colours to the painting.          Children create designs that indicate deliberate pattern and/or colour choices.          Children use richer language in their discussion and feedback and give more detailed reasoning.          Children create more sophisticated pictures, with a good level of detail.          Use a range of materials to create the correct textures.</p>
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## Year 1 and Year 2 Medium Term Planning Cycle B

### Key Knowledge

**Pupils should be taught:**

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.

	Generating Ideas	Sketch Books	Making skills including formal elements	Knowledge of Artists	Evaluation and Analysing
<b>Autumn 1 Art and Design Skills</b>	To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.	Use a sketchbook to develop ideas in an open ended way.  Experiment in sketchbooks using drawing to record ideas. Use sketchbooks to make decisions about what to try out next.	To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.  To use a range of materials creatively to design and make products.	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.	Evaluate and analyse creative works using the language of art, craft and design.
<b>Spring 1 Sculpture and mixed media</b>	To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.	Use sketch book to develop ideas in an open ended way.  Experiment in sketchbooks using drawing to record ideas. Use sketchbooks to make decisions about what to try out next.	To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.  To use a range of materials creatively to design and make products.	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.	Evaluate and analyse creative works using the language of art, craft and design.

<p><b>Summer 1 Formal Elements of Art (Pattern, texture and tone)</b></p>	<p>To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.</p> <p>Become proficient in drawing, painting, sculpture and other art, craft and design techniques.</p>	<p>Use sketch book to develop ideas in an open ended way.</p> <p>Experiment in sketchbooks using drawing to record ideas. Use sketchbooks to make decisions about what to try out next.</p>	<p>Use a range of materials creatively to design and make products</p> <p>Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space</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>Evaluate and analyse creative works using the language of art, craft and design.</p>
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<p><b><u>GDS Opportunities</u></b></p>	<p>Children confidently experiment with different compositions and make decisions about the direction of their work which they can justify. Children can use more lengths of string and coloured pencils to work colour into their small square drawings on white paper. Children will control the materials more effectively and create more accurate work. Encourage them to develop greater detail in their drawing.</p> <p>Children can justify why they have chosen to work in a particular way.</p> <p>Children can use a range of varied vocabulary.</p>
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