

**SHEVINGTON FEDERATION SCHEMES OF WORK
ART AND DESIGN**

Y1 children will learn :	Autumn	Spring	Summer
To know that they can try out ideas in a sketch book or on a 'try paper'			
To record and explore ideas from first hand experience, developing ideas, trying things out and being encouraged to change their minds.			
To learn to ask and answer questions about their work and where their idea came from.			
To use skills as part of themed work.			
To know the terms...artistdesigner...craft maker and use them to describe themselves when involved in those activities in lessons.			
To know those terms to describe the people who create the works of art or artefacts (artistdesigner...craftmaker)			
PAINTING			
To identify the 3 primary colours. (red, yellow, blue)			
To mix primary colours to create secondary colours. (orange, purple and green) Talk about the change in colour- lighter/ darker. BOOK 1 p24			
To mix secondary to match to the colour of an artefact.(continual ,provision activity)			
To continue practising brush strokes- dribble, dab splatter and drip.			
To begin with support to choose brush size to match the task and explain choice.			
To create different textures eg including sawdust. Thin ,thick runny sticky			
To use other tools to such as lolly sticks, cotton buds or paper straws and talk about the marks they make.			
To paint different types of lines zig zags swirls and so on – create own ideas.			
DRAWING			
To use a small range of tools given by the teacher, investigate line and shape.			
To learn that lines form shapes and create spaces.			
To look closely and draw from observation.			
To use a sketch book to collect ideas.			
To discuss light and dark in relation to feelings.			
PRINTING:			
To print using manmade and natural objects			
With support to build a monoprint from one of their own drawings.			
To learn how to use a roller and printing tray to produce their print			
To learn how to clean out their equipment.			
TEXTILES/ COLLAGE			
To weave on simple frames- weft and warp in a range of materials			

To cut, glue and trim materials			
To create images from cutting, tearing and layering materials.			
To sew using binca fabric with simple stitches ,running and cross stitch.			
To learn how to add fabrics to other fabrics such as sticking and sewing			
To work in a pair to produce an image from fabric			
DIGITAL MEDIA:			
To use a range of the digital tools on Paint to draw a range of lines- link to traditional mark making tools			
To make comparisons between digital and traditional tools.			
To practice long and short strokes layering colours			
To save their work in a folder.			
To use the shape options and the outline and fill tools to create geometric designs			
To use the repeat and mirror image tools within Paint program			
3 D WORK:			
To explore and experiment with materials and 3D objects investigating their different qualities- prickly ,soft, spiky, pointed ,transparent for example- see Book1 p60-61 for ideas			
To consider balance and top heavy problems for a sculpture			
To use the word ‘constuct’			
To use 3D shapes to reflect the sculpture they are designing			
To screw up newspaper to create shapes to add to their work.			
To join objects using tape			
To use tubes and cut and fan out edges to create platforms see Book 1 p65			
To use paper mache or paper laminating strips- see Book 1 p66			
REVIEWING AND EVALUATING:			
To say what they like about their work.			
To say what they like about a friends work.			
To say how someone helped them to solve a problem they met’			