

Milestone 1

Develop ideas

- Respond to ideas and starting points.
- Explore ideas and collect visual information.
- Explore different methods and materials as ideas develop.



Emotions



Process



Visual language



Vocabulary

Take inspiration from the greats

- Describe the work of notable artists, artisans and designers.
- Use some of the ideas of artists studied to create pieces.



Artists and artisans



Styles and periods

Milestone 1

Master practical skills

Paint

- Use thick and thin brushes.
- Mix primary colours to make secondary colours.
- Add white to colours to make tints and black to colours to make tones.
- Create colour wheels.

Collage

- Use a combination of materials that are cut, torn and glued.
- Sort and arrange materials.
- Mix materials to create texture.

Sculpture

- Use a combination of shapes.
- Include lines and texture.
- Use rolled up paper, straws, paper, card and clay as materials.
- Use techniques such as rolling, cutting, moulding and carving.

Drawing

- Draw lines of different sizes and thicknesses.
- Colour (own work) neatly, following the lines.
- Show pattern and texture by adding dots and lines.
- Show different tones by using coloured pencils.

Print

- Use repeating or overlapping shapes.
- Mimic print from the environment (e.g. wallpapers).
- Use objects to create prints (e.g. fruit, vegetables or sponges).
- Press, roll, rub and stamp to make prints.

Textiles

- Use weaving to create a pattern.
- Join materials using glue and/ or a stitch.
- Use plaiting.
- Use dip dye techniques.

Digital media

- Use a wide range of tools to create different textures, lines, tones, colours and shapes.



Effects



Techniques



Media and materials



Colour theory