

Curriculum Vocabulary. Year 1 Art.

	Objectives	Skills. National Curriculum.	Vocabulary and Curriculum Links
Autumn Home and locality	I can observe and study a range of local landmarks and understand the historical and cultural development of their art forms. I can experiment with and sketch a local landmark using a range of multimedia e.g. pencils, crayons, pastels, felt tips, chalks etc. I can visit a local landmark and draw with a focus on line, shape and tone (light/dark patterns) from first hand observations. I can evaluate and think critically about the work of Ben Johnson's cityscapes using artistic language to ask questions and share personal opinions. I can plan and design a 3d model of a local landmark using a range of malleable, recycled/natural materials. I can show I can work safely with a variety of materials and tools (3d sculpture and junk modelling). I can evaluate and reflect on my design sharing ideas, what worked well and making changes/steps to improve next time.	KS1/ KS2 Areas of study: Work of artists • A1 study the work of a range of great artists, craft makers and designers and understand the historical and cultural development of their art forms • A2 evaluate and analyse creative works using the language of art, craft and design. Exploring and evaluating ideas • E1 record and explore ideas from first hand observations • E2 ask and answer questions about starting points for their work • E3 develop and share their ideas, try things out and make changes • E4 describe the differences and similarities between different practices and disciplines, and making links to their own work. • E5 think critically about their art and design work. Drawing • D1 experiment with and control marks made with different media: pencils, rubbers, crayons, pastels, felt tips, charcoal, ballpoints, chalks • D2 draw lines and shapes from observations using different surfaces • D3 invent lines and shapes in drawing • D4 investigate tone by drawing light/dark lines, patterns and shapes • D5 investigate pattern and texture by describing, naming, rubbing and copying Digital media • DM1 explore ideas using digital sources i.e. internet, ipads • DM2 record visual information digitally • DM3 use a simple graphics package to create images and effects with lines, shapes, colour and texture 3D design • 3D1 manipulate malleable materials in a variety of ways i.e. rolling, joining and kneading • 3D2 explore sculpture with a range of malleable media • 3D3 work safely with materials and tools	Draw Sketch Observe Media Pencil Crayons Pastels Felt tips Chalk Rub Light and dark Pattern Observation Cut Shade Glue Paper A range of recyclable materials e.g. cardboard, plastic bottles, egg cartons, tissue paper etc. Colour Shape Tine Line (straight, wavy, thick etc) Natural Mirror image Symmetry Print Pattern Colour Line Shape Texture Overlap Geometric Abstract art
Spring World Cultures	I can explore the life of Wassily Kandinsky (link to Geography). I can investigate pattern and texture by describing, naming, rubbing and copying (Circle 1923). I can use a digital sources i.e. Chromebooks to use a simple graphics package to create images and effects with lines, shapes, colour and texture (PurpleMash).		

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Summer <u>The Beatles – Pop art</u>	I can use media i.e. tissue/crepe paper to collage a repeated pattern, focus on folding, crumpling, tearing and overlapping materials. I can analyse Kandinsky Composition 1913, and use a variety of line, shape, colour and pattern to design my own version. I can explore Kandinsky Village 1908 and his use of colour, texture and shape to create my own interpretation. I can use watercolours, various sized paint brushes and mix primary colours, shades and tones. I can study the history of pop art and its impact on cultural development – link to Andy Warhol. I can design and build repeated patterns to create my own bold pop art. I can experiment with overprinting motifs and colours. I can study the album cover of Sergeant Pepper by Peter Blake and Jan Haworth and link this to my own work. I can take simple prints and use a range of hard/soft materials and items in the environment to design my own album cover. I can use a computer program to take a photograph and use editing techniques/simple graphics package to create effects with lines, shapes, colour and texture.	• 3D4 experiment with constructing and joining recycled, natural and manmade materials Painting P1 use a variety of tools and techniques i.e. brush sizes and types P2 mix and match colours to artefacts and objects P3 work on different scales P4 experiment with tools and techniques e.g. layering, mixing P5 name and mix primary colours, shades and tones P6 create textured paint by adding material, i.e. sand or plaster Printing PR1 print with a range of hard and soft materials e.g. corks, sponge, fruit and vegetables PR2 take simple prints i.e. mono-printing PR3 design and build repeating patterns and recognise pattern in the environment PR4 create simple printing blocks for press print PR5 experiment with overprinting motifs and colour Textiles T1 choose fabrics/trheads based on colour, texture and shape T2 cut and shape fabric using scissors/snips T3 apply shapes with glue or stitching T4 apply decoration using beads, buttons, feathers etc T5 apply colour with printing, dipping, fabric crayons T6 create fabrics by weaving materials, i.e. grass through twigs Collage C1 create images from a variety of media e.g. photocopies, fabric, crepe paper, magazines etc C2 collect, sort and group materials or different purposes in different ways/shapes, i.e. texture, colour C3 arrange and glue materials to different backgrounds C4 fold, crumple, tear and overlap papers	Bold Watercolours Mix Layer Primary colours Secondary colours Build Fold Crumpling Tearing Rub Impact Shade Tone Bold Vibrant Print Pattern Repeat Over print Materials Edit Tone Colour Palette Line Colour Texture Graphics Hard/soft
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