

Dr. Walker's Art Curriculum Key Stage 1

Purpose of study

Art, craft and design embody some of the highest forms of human creativity. A high-quality art and design education should engage, inspire and challenge pupils, equipping them with the knowledge and skills to experiment, invent and create their own works of art, craft and design. As pupils progress, they should be able to think critically and develop a more rigorous understanding of art and design. They should also know how art and design both reflect and shape our history, and contribute to the culture, creativity and wealth of our nation.

Aims

The national curriculum for art and design aims to ensure that all pupils:

- produce creative work, exploring their ideas and recording their experiences
- become proficient in drawing, painting, sculpture and other art, craft and design techniques
- evaluate and analyse creative works using the language of art, craft and design
- know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms.

Attainment targets

By the end of each key stage, pupils are expected to know, apply and understand the matters, skills and processes specified in the relevant programme of study.

Schools are not required by law to teach the example content in [square brackets].

Attainment targets

Key stage 1

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.

Key Skills

Y1

To use a range of materials creatively to design and make products, e.g. mixing primary colours, to make secondary.

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 texture, colour and pattern to express emotions and interpret observations – expressing self through art.

To describe the differences and similarities between different practises and disciplines and making links to their own work, e.g. looking at different types of art, creating art in different styles and recognising what they have done.

Y2

To use a range of materials creatively to design and make products – mixing colours to make tints and tones

To use drawing, painting and sculpture to develop and share their ideas, experiences using close observation, memory and imagination.

To develop a wide range of art and design techniques in using line, shape, form and space and use language skilfully to express emotions and interpret observations.

To describe the differences and similarities between different practises and disciplines and making links to their own work.

To have knowledge of a range of artists, craft makers and designers, e.g. china patterns, Clarice Cliff.

To develop shading, using vocabulary to refer to light, dark, shadow, highlighted etc.