S

EYFS Art Subject Map

)<u>¢</u>t

Drawing: Marvellous marks	Painting and Mixed Media: Paint M	/ World	Sculpture: Creation Station	
	DRIVER WORDS	·		
EYFS	Year 1		Year 2	
Create Explore Investigate	Respond Explore Share idea	s Develop techniqu	ues Describe Use ideas of others	
GENERATING IDEAS		MAKING SKILLS (FOR	MAL ELEMENTS)	
 1.Talk about their ideas and explore different ways to recor 2.Explore different ways to use paint and a range of media their interests and ideas. 3.Explore and play with clay and playdough to make child-led 4.Explore and play with a range of media to make child-led <u>SKETCH BOOKS</u> 5.Experiment with mark making in an exploratory way. <u>KNOWLEDGE OF ARTISTS</u> 17.Enjoy looking at and talking about art. 	according to according to ed creations. creations. <i>PAINTING ANF MIXING MI</i> 9.Explore paint including of brushes.)	 6.Use a range of drawing materials such as pencils, chalk, felt tips and wax crayons. 7.Work on a range of materials of different textures (eg. playground, bark). 8.Begin to develop observational skills by using mirrors to include the main features of faces in the drawings. <i>PAINTING ANF MIXING MEDIA</i> 9.Explore paint including different application methods (fingers, splatter, natural materials, paint-brushes.) 10.Use different forms of 'paint' such as mud and puddles, creating a range of artwork both ab- 		
18.Talk about their artwork, stating what they feel they did				
<u>ARTISTIC VOCABULARY</u> blend, colour, cool, dark, light, mix, outline, primary, refle sculpture, secondary, shape, sketch, vibrant, warm, 2d, 3	ection, d CRAFT AND DESIGN	 12.Push, pull and twist a range of modelling materials to affect the shape. 13.Create child-led 3D forms from natural materials. 14.Join materials in different ways e.g. using sticky tape to attach materials, making simple joins when modelling with playdough. CRAFT AND DESIGN 15.Design something and stick to the plan when making. 		
		16.Cut, thread, join and manipulate materials with instruction and support, focusing on process over outcome.		