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Year 1 Art Subject Map



Drawing: Making Your Mark	Sculpture and 3d: Paper Play		Paint	and Mixed media: Colour Splash					
		DRIVER WORDS	·						
EYFS	Year 1		Year 2						
Create Explore Investigate	Respon	d Explore Share ideas	Develop techniques	Describe Use ideas of others					
GENERATING IDEAS			MAKING SKILLS (FORMAL	. ELEMENTS)					
1.Explore their own ideas using a range of media. <u>SKETCH BOOKS</u> 2.Use sketchbooks to explore ideas in an open-ended way. <u>KNOWLEDGE OF ARTISTS</u> 15.Describe similarities and differences between practices in Art and de- sign, eg between painting and sculpture, and link these to their own		DRAWING3.Use a range of drawing materials such as pencils, chalk, charcoal, pastels, felt tips and pens.4.Develop observational skills to look closely and reflect surface texture through mark-making.5.To explore mark making using a range of tools; being able to create a diverse and purposefulrange of marks through experimentation building skills andvocabulary.PAINTING ANF MIXING MEDIA							
					work.		6.Experiment with paint, using	a wide variety of tools (eg	brushes, sponges, fingers) to apply paint
					EVAULATING AND ANALYSING		to a range of different surfaces. 7.Begin to explore colour mixing. 8.Play with combinations of materials to create simple collage effects. Select materials based on		
					16.Describe and compare features of their own and other's art work.				
							their properties, eg shiny, soft.	iterials to create simple co	mage effects. Select materials based on
					ARTISTIC VOCABULARY		SCULPTURE AND 3D		
blend, colour, cool, dark, light, mix, outline, primary, reflection, sculpture, secondary, shadow, shape, sketch, texture, vibrant, warm,		9.Use their hands to manipulate a range of modelling materials, including paper and card. 10.Explore how to join and fix materials in place.							
					2d, 3d		11.Create 3D forms to make th	ings from their imaginatio	n or recreate things they have seen.
	CRAFT AND DESIGN								
		12.Able to select colours, shapes and materials to suit ideas and purposes.							
		13.Design and make something that is imagined or invented.							
		14.Begin to develop skills such as measuring materials, cutting, and adding decoration.							