

Expressive Arts and Design – Art and Design Technology

Autumn Spring Summer All Terms

Early Learning Goals

National Curriculum

Development Matters

LANGUAGE children will encounter

WHAT OPPORTUNITY? (When? Why?)

WHAT PROVISION? (What? Where?)

WHAT EXPERIENCE? (How? Purpose?)

ELG: Art and Design Technology

ART AND DESIGN TECHNOLOGY Year 1

- Explore, use and refine a variety of artistic effects to express their ideas and feelings.

Fold, concertina, attach, join. Feelings and associated colours.

'Colour Monster story' to introduce art work - making a colour monster.

Teacher demonstration on how to make concertinas followed by independent work.

Children select a colour monster based on how they feel, linking it to the 'Colour Monster' story. Children make concertina arms and legs to attach using various joining techniques to their monster.

Children at the expected level of development will:

- Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.
- Share their creations, explaining the process they have used.
- Make use of props and materials when role playing characters in narratives and stories.

- Drawing
 - Explore materials and tools for mark making.
- Painting
 - Explore mark making with paint using primary colours.
- Print Making
 - Explore resist and relief block printing, negative stencils and clay slabs.
- Textiles
 - Explore weaving with natural and man-made materials.
- 3D
 - Use natural and man-made materials.
 - Create plaster casts from clay impressions.
- Collage
 - Explore the visual and tactile qualities of natural and man-made objects.

- Return to and build on their previous learning, refining ideas and developing their ability to represent them.
- Create collaboratively, sharing ideas, resources and skills.

Improve, adapt, teamwork.

Construction Area indoors and outdoors to allow children to build models and think about how they can improve them.

Lego
Sticklebricks
Mobilo
Popoids
Duplo
Junk Modeling
Foam Bricks
Wooden Blocks,
Waffles

Provide the children with different construction materials to build their own models. Encourage the children to think about their design and how they could improve it. Support children with ideas of what would make things better. Encourage children to work together to support each other in the making process.

Expressive Arts and Design – Art and Design Technology

Autumn Spring Summer All Terms

Early Learning Goals

National Curriculum

Development Matters

LANGUAGE children will encounter

WHAT OPPORTUNITY? (When? Why?)

WHAT PROVISION? (What? Where?)

WHAT EXPERIENCE? (How? Purpose?)

ELG: Art and Design Technology

ART AND DESIGN TECHNOLOGY Year 1

- Create collaboratively, sharing ideas, resources and skills.

Dragon, dance, mask, stick, collage, build, glue, paper mache

Use 'The Great Race' story to introduce 'Chinese New Year'.

Small group dragon making.

Children will work together to make a Papier Mache dragon head which will be used to carry out a dragon dance. This will be performed to each other in the hall at the end of the week.

Children at the expected level of development will:

- Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.
- Share their creations, explaining the process they have used.
- Make use of props and materials when role playing characters in narratives and stories.

- Drawing
Explore materials and tools for mark making.
- Painting
Explore mark making with paint using primary colours.
- Print Making
Explore resist and relief block printing, negative stencils and clay slabs.
- Textiles
Explore weaving with natural and man-made materials.
- 3D
Use natural and man-made materials.
- Create plaster casts from clay impressions.
- Collage
Explore the visual and tactile qualities of natural and man-made objects.

- Explore, use and refine a variety of artistic effects to express their ideas and feelings.

Andy Goldsworthy, Artist, Sculpture, spiral, natural, nature, create, place.

Art focus- learning all about the artist Andy Goldsworthy.

Whole class exposition. Teacher directed group activity.

The children will explore the artwork of Andy Goldsworthy. They will look at images and videos of his artwork being created. We will talk about the types of materials Andy Goldsworthy likes to use and what types of sculptures he likes to create. The children will be provided with natural materials to become sculptors and create their own artwork.

Expressive Arts and Design – Art and Design Technology

Autumn Spring Summer All Terms

Early Learning Goals

National Curriculum

Development Matters

LANGUAGE children will encounter

WHAT OPPORTUNITY? (When? Why?)

WHAT PROVISION? (What? Where?)

WHAT EXPERIENCE? (How? Purpose?)

ELG: Art and Design Technology

ART AND DESIGN TECHNOLOGY Year 1

- Explore, use and refine a variety of artistic effects to express their ideas and feelings.

Textures, fur, feathers, scales, feel, smooth, bumpy

Using the story 'Handa's Surprise' discuss the animals that Handa meets along the way. Talk about the texture of their skin.

Small group adult directed activity

The children will talk about the different animals in the story and discuss their skin. Adults will support the children in describing the animals skin. They will then use different tools to create the textured effect. The children will be encouraged to try out different tools until they achieve the desired effect.

Children at the expected level of development will:

- Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.
- Share their creations, explaining the process they have used.
- Make use of props and materials when role playing characters in narratives and stories.

Drawing

- Explore materials and tools for mark making.

Painting

- Explore mark making with paint using primary colours.

Print Making

- Explore resist and relief block printing, negative stencils and clay slabs.

Textiles

- Explore weaving with natural and man-made materials.

3D

- Use natural and man-made materials.
- Create plaster casts from clay impressions.

Collage

- Explore the visual and tactile qualities of natural and man-made objects.