



Art & Design Component Knowledge

Year 1

Drawing: Make you mark

National Curriculum

Pupils should be taught to:

- 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 learning and Component knowledge

Key Learning:

L1:

To know how to create different types of lines.

Component Knowledge:

- Understand there are different types of lines
- Hold a pencil and chalk in different ways to experiment with lines
- Describe the lines in the work of an artist and my own

Key Learning:

L2: To explore line and mark making to draw water.

Component Knowledge:

- Use drawing materials to make different lines, reflecting on what I can hear in music
- Know there are different ways to draw lines and they look and feel different to make
- Add plants and creatures to bring art to life
- Peer and self-evaluate art work

Key Learning:

L3: To draw with different media.

Component Knowledge:

- Draw around a variety of shapes which overlap
- Experiment with different media
- Say which medium I prefer and why

Key Learning:

L4: To develop an understanding of mark making.

Component Knowledge:

- Experiment with different marks
- Use marks to show texture
- Use one type of drawing tool in lots of ways
- Understand the importance of looking carefully and closely when drawing

Key Learning:

L5: To apply an understanding of drawing materials and mark making to draw from observation

Component Knowledge:

- Identify shapes, lines and textures when looking at an object
- Control a pen / pencil to create different lines
- Use a range of drawing tools to create different marks

Sculpture and 3D: Paper play

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Key learning and Component knowledge

Key Learning:

L1: To roll paper to make 3D structures.

Component Knowledge:

- Roll paper to make a cylinder
- Combine paper cylinders to make a sculpture

Key Learning:

L2: To shape paper to make a 3D drawing.

Component Knowledge:

- Fold and roll paper to create 3D shapes (Spiral Zigzag Curve Table, Zigzag spiral, Loop)

Key Learning:

L3: Shape paper strips in a variety of ways to make 3D drawings.

Component Knowledge:

- Arrange the paper shapes to make a 3D drawing
- Overlap paper strips on 3D drawing

Key Learning:

L4 / L5: To apply paper-shaping skills to make an imaginative sculpture.

Component Knowledge:

- Plan a sculpture by drawing ideas first
- Use at least three different techniques for shaping paper
- Add detail

Painting and mixed media: Colour splash

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Key learning and Component knowledge

Key Learning:

L1: To investigate how to mix secondary colours.

Component Knowledge:

- Name the primary colours
- Mix primary colours to make secondary colours
- Say which two primary colours are needed to make each of the secondary colours

Key Learning:

L2: To apply knowledge of colour mixing when painting.

Component Knowledge:

- Use primary colours to paint
- Mix primary colours to make secondary colours

Key Learning:

L3: To explore when printing

Component Knowledge:

- Use a variety of colours in printing
- Create new colours by overlapping paint

Key Learning:

L4: To experiment with paint mixing to make a range of secondary colours.

Component Knowledge:

- Mix two primary colours to make shades of a secondary colour
- Mix at least five different shades of chosen secondary colour

Key Learning:

L5: To apply painting skills when working in the style of an artist.

Component Knowledge:

- Mix secondary colours
- Make choices about which colours look good next to each other
- Describe artwork and compare to others