



<b>Exploring and developing ideas</b>
<ul style="list-style-type: none"><li>Record and explore ideas from first hand observations.</li><li>Ask and answer questions about the starting points for their work.</li><li>Develop their ideas - try things out, change their minds.</li><li>Explore the work of artists, craftspeople and designers from different times and cultures for differences and similarities.</li></ul>
<b>Evaluating and developing work</b>
<ul style="list-style-type: none"><li>Review what they and others have done and say what they think and feel about it.</li><li>Identify what they might change in their current work or develop in future work.</li></ul>
<b>Drawing</b>
<ul style="list-style-type: none"><li>Experiment with a variety of media; pencils, rubbers, crayons, pastels, felt tips, charcoal, ballpoints, chalk.</li><li>Control the types of marks made with a range of media.</li><li>Name, match and draw lines/ marks from observations.</li><li>Invent new lines.</li><li>Draw on different surfaces with a range of media.</li><li>Observe and draw shapes from observations.</li><li>Draw shapes in between objects.</li><li>Invent new shapes.</li><li>Investigate tone by drawing light/ dark lines, light/ dark pattern, light/ dark shapes.</li><li>Investigate textures by describing, naming, rubbing, copying.</li></ul>
<b>Digital Media</b>
<ul style="list-style-type: none"><li>Explore ideas using digital sources i.e. internet, CD-ROMs</li><li>Record visual information using digital cameras, video recorders.</li><li>Use a simple graphics package to create images and effect with:<ul style="list-style-type: none"><li><b>Lines</b> by changing the size of brushes to respond to ideas;</li><li><b>Shapes</b> using eraser, shape and fill tools; and</li><li><b>Colour and texture</b> using simple filters to manipulate and create images.</li></ul></li><li>Use basic selection and cropping tools.</li></ul>
<b>Printing</b>
<ul style="list-style-type: none"><li>Print with a range of hard and soft materials e.g. corks, pen barrels, sponge.</li><li>Make simple marks on rollers and printing palettes.</li><li>Take simple prints i.e. mono-printing.</li><li>Roll printing ink over found objects to create patterns e.g. plastic mesh, stencils.</li><li>Build repeating patterns and recognise pattern in the environment.</li><li>Create simple printing blocks with press print.</li><li>Design more repetitive patterns.</li><li>Experiment with overprinting motifs and colour.</li><li>Make rubbings and collect textures and patterns.</li></ul>
<b>3D</b>
<ul style="list-style-type: none"><li>Manipulate malleable materials in a variety of ways including rolling and kneading.</li><li>Explore sculpture with a range of malleable media.</li><li>Manipulate malleable materials for a purpose, e.g. pot, tile.</li><li>Understand the safety and basic care of materials and tools.</li><li>Experiment with constructing and joining recycled, natural and manmade materials.</li><li>Use simple 2D shapes to create a 3D form.</li><li>Change the surface of a malleable material e.g. build a textured tile.</li></ul>