



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