BURLINGTON INFANT SCHOOL ART AND DESIGN



End of Key Stage Expectations

EYFS

Physical Development

(Fine Motor Skills)

- Hold a pencil effectively in preparation for fluent writing using the tripod grip in almost all cases
- Use a range of small tools, including scissors, paintbrushes and cutlery
- Begin to show accuracy and care when drawing

Expressive Arts and Design

(Creating with materials)

- 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.

KEY STAGE 1

Use a range of materials creatively to design and make products

- Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination
- Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space
- · Learn 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 STAGE 2

- Create sketch books to record their observations and use them to review and revisit ideas.
- Improve their mastery of art and design techniques, including drawing, painting, and sculpture with a range of materials.
- Know about great artists, architects and designers in history.

EYFS

Drawing	Painting	Printing	Collage	3D	Textiles
 Uses line to represent objects seen, 	 Play with, explore and discover paint 	 Print using hands, fingers, 	 Begin to make collections of 	 Take part in 	 Sensory exploration
remembered or imagined.	and experience colour mixing using a	sticks, fruit etc.	visual materials and sort e.g.	purposeful play	of range of materials
	variety of tools to apply paint		rough/smooth	with materials e.g.	using appropriate
• Experiment with mark making using a range		 Begin to create repeating 		sand, construction	vocab e.g. smooth,
of materials on a variety of surfaces	 Explore mark making using card, 	patterns and random images.	• Tear, cut, glue and rearrange	kits.	soft, velvet etc.
	brushes, sticks, sponges, fingers etc.		visual materials		
 Use graphic tools, fingers, hands, chalks, 		 Experiments and experiences 		 Experiments and 	
pencils, brushes etc. to explore a range of	 Hold a paintbrush correctly 	random printing on large scale.	 Experiment with a range of 	experiences	
marks - often experimental			materials, tear, cut, stick fold,	playdough.	
	 Know the names of primary colours 		curl, twist, working on a large	Squeeze, roll,	
			scale.	shape material to	
	 Experiment with and create patterns, 			represent a given	
	shape, line and colour.			object.	
Vocabulary	chalk, paint, pencil, coloured pencil, crayon	, paper, red, blue, yellow, colour, m	x, shape, pattern, rough, smooth,	shiny, tear, cut, fold	, curl, twist, soft,
	squash, roll				

Year 1

Drawing	Painting	Printing	Collage	3D	Textiles
Begins to show more control over	Begins to show control when creating	Develop simple patterns by using	Begins to show control		Weaving - group
line/shape when representing objects, seen,	pattern, shape, line and colour.	objects to print with: tops,	when working on	 Make mini models 	work, large scale.
remembered or imagined.	Name primary and secondary colours	vegetables, leaves, etc.	materials to fold, curl	using modelling	
Communicate something about themselves in	experimenting with colour and make	Create a repeating pattern.	and twist materials.	material.	 Experiment with
their drawing.	patterns				mark making on
 Use graphic tools, fingers, hands, chalks, 	 Explore the effect on paint of adding 	Produce simple pictures by printing	 Use glue and paste 	Create sculptures	fabrics e.g. pencils,
pencils, brushes etc. to explore a range of	water	with objects.	carefully	with natural	crayons, inks
marks and create images				materials	Group fabrics by
Draw lines of different shapes and	 Explore mixing different shades of 	Take rubbings showing a range of	 Appreciate torn edges. 		texture
thickness.	secondary colours. Knows how to make	textures and patterns			Digital Art
• Experiment using charcoal and white chalk	darker shades and lighter shades using		 Use primary coloured 		Show control and
and begin to explore light.	black or white.	Use transfer prints (E.g by folding)	tissue to create		coordination when
		paper, hand and finger printing) to	secondary colours		working on a paint
Use colouring pencils and crayons to solidly	Communicate something about themselves	create pictures			programme.
infill outline shapes in appropriate colours.	in their drawing.				
	Select thick or thin brushes				
	Use the terms landscape and portrait.				
	• Create a wash with watercolour paints.				
	Know to start at the top of the page and				
	in the same direction.				
	Make a wax relief picture.				
Vocabulary	Line, shape, thick, thin, outline, fill, repeati	ng pattern, secondary colours, shade, lo	andscape, portrait, rubbing	s, print, sculpture, natu	ıral materials, fabric,
	wash, designer, primary colours				

Year 2

Drawing	Painting	Printing	Collage	3D	Textiles
Shows increasing control and detail when	Explore mark making using card,	Create own blocks to paint			
using line, shape, shade and perspective to	brushes, sticks, sponges, fingers etc.	with (use polystyrene tiles or	• Can select appropriate	 Make a simple clay 	 Manipulate materials by
represent objects seen, remembered or	Mixthick and thin paint.	cut shapes from	materials and techniques to	object using my	ripping, tearing, twisting.
imagined.	 Shows increasing control and detail. 	sponges/potatoes)	represent a given task, with	fingers using pinch	
 Use pencil charcoal and chalk to show 	Use fine brushed/tools.		control and precision.	pots and coil	Begin to develop simple
tones using light/dark and shadow.	 Can mix primary and secondary 	• Create patterns and prints			textile techniques
	colours, understands darker/lighter	like a designer	 Develop skills of 	 Develop skills in 	
• Experiment with pastels in different ways	when colour mixing.		overlapping and overlaying	safe use of tools e.g.	Join fabrics using glue
	Understand warm and cool colours.	• Can produce a clean printed	and awareness of	scissors, clay tools	Digital Art
 Draw from something remembered or 		image.	contrasts in textures and		
imagined as well as from direct experience			colours		• Shows precision, control,
		 Take rubbings showing a 			details when working on a
Begin to demonstrate use of scale. Begin		range of textures and			paint programme.
to look at 'near and far'		patterns			
 Show pattern and texture. 					
Vocabulary	Line, shape, shade, perspective, represe	ent, pastel, light, dark, shadow,	scale, near, far, pattern, textu	re, warm cool, block, co	ntrast, pinch, clay, sculpt,
	mould, rip, tear, twist				

The listed vocabulary is suggested and not extensive.