



<b>Exploring and developing ideas</b>
<ul style="list-style-type: none"><li>• Select and record from first hand observation, experience and imagination, and explore ideas for different purposes.</li><li>• Question and make thoughtful observations about starting points and select ideas to use in their work.</li><li>• Explore the roles and purposes of artists, craftspeople and designers working in different times and cultures.</li></ul>
<b>Evaluating and developing work</b>
<ul style="list-style-type: none"><li>• Compare ideas, methods and approaches in their own and others' work and say what they think and feel about them.</li><li>• Adapt their work according to their views and describe how they might develop it further.</li><li>• Annotate work in sketchbooks.</li></ul>
<b>Drawing</b>
<ul style="list-style-type: none"><li>• Work from a variety of sources including observation, photographs and digital images.</li><li>• Work in a sustained and independent way to create a detailed drawing.</li><li>• Develop close observation skills using view finders.</li><li>• Use a journal to collect and develop ideas.</li><li>• Identify artists who have worked in a similar way to their own work.</li><li>• Use dry media to make different marks, lines, patterns and shapes within a drawing.</li><li>• Experiment with wet media to make different marks, lines, patterns, textures and shapes.</li><li>• Explore colour mixing and blending techniques with coloured pencils.</li><li>• Use different techniques for different purposes e.g. shading, hatching.</li><li>• Start to develop their own style using tonal contrast and mixed media.</li><li>• Begin to use simple perspective in their work using a single focal point and horizon.</li><li>• Begin to develop an awareness of composition, scale and proportion in their paintings e.g. foreground, middle ground and background.</li><li>• Show an awareness of how paintings are created i.e. composition.</li></ul>
<b>Printing</b>
<ul style="list-style-type: none"><li>• Create printing blocks by simplifying an initial journal idea.</li><li>• Use relief or impressed method.</li><li>• Create prints with three overlays.</li><li>• Work into prints with a range of media e.g. pens, colour pens and paints.</li></ul>
<b>Textiles</b>
<ul style="list-style-type: none"><li>• Use fabrics to create 3D structures.</li><li>• Use different grades of threads and needles.</li><li>• Experiment with batik techniques.</li><li>• Experiment with a range of media to overlap and layer creating interesting colours, textures and effects.</li></ul>
<b>Digital Media</b>
<ul style="list-style-type: none"><li>• Record, collect and store visual information using digital cameras.</li><li>• Present recorded visual images using software e.g. photo story, PowerPoint</li><li>• Use a graphics package to create and manipulate new images.</li><li>• Be able to import an image that has been scanned, retrieved or taken into a graphics package.</li><li>• Understand that a digital image is created by layering.</li><li>• Create layered images from original ideas.</li></ul>