**Foundation subject: Art and Design YEAR 1**

**EP1. PAINTING** All pupils must know how to use drawing and painting to develop and share their ideas, experiences and imagination

**EP2. DESIGNING AND MAKING** All pupils must know how to use a range of different materials creatively to design and make 3D products

**EP3. ARTISTS and CRAFTSPEOPLE** All pupils must know how the work of a range of some artists, craft makers and designers can be used as inspiration for their own work

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Term** | **End Point 1**  **Painting** | | | | **End Point 2**  **Designing and Making** | | | | **End Point 3**  **Artists and Craftspeople** | | | |
|  | **1.0 (Core)** | **1.1** | **1.2** | **1.3** | **2.0 (Core)** | **2.1** | **2.2** | **2.3** | **3.0 (Core)** | **3.1** | **3.2** | **3.3** |
| **Au** | **√** | **√** | **√** | **√** | **√** | **√** | **√** | **√** | **√** | **√** | **√** | **√** |
| **Sp** | **√** | **√** | **√** | **√** | **√** | **√** | **√** | **√** | **√** | **√** | **√** | **√** |
| **Su** | **√** | **√** | **√** | **√** | **√** | **√** |  | **√** | **√** | **√** | **√** |  |

**CORE END POINTS WITH ADDITIONAL END POINTS  
1. PAINTING AND DRAWING  
CORE END POINT**EP1. All pupils must know how to use drawing and painting to develop and share their ideas, experiences and imagination **SHOULD KNOW** – ADDITIONAL **END POINTS**1.1) Most pupils should know how to communicate their thoughts and observations by sketching and drawing  
1.2) Most pupils should know how to use paint and colour to communicate their thoughts and observations  
1.3) Must pupils should know how to combine drawing and painting to produce an original piece of art.

**2. DESIGNING AND MAKING:  
CORE END POINT**EP2. All pupils must know how to use a range of different materials creatively to design and make 3D products **SHOULD KNOW** – ADDITIONAL **END POINTS**2.1) Most pupils should know how to creatively explore, and experiment with a wide range of different mediums and materials 2.2) Most pupils should know how to develop ideas into designs and then turn the designs into finished works and products. 2.3) Most pupils should know how to use a wide range of materials and mediums creatively to construct their designs in both 2.D and 3D

**The range of resources for designing and making should include:**

* Play dough; clay;
* Recycled cardboard boxes, containers and cardboard tubes;
* Thick card; cardboard and corrugated paper
* Cloth; beads; buttons; sequins; pipe cleaners;
* Natural materials including wool; wood; twigs, large seeds (acorns and conkers), shells, driftwood; pebbles; dried flowers, leaves and other easily sourced resources.

**Pupils should have access to a wide range of different constructional materials which might include**:

* Large hollow wooden blocks; building blocks etc.
* Constructional kits: Lego, K’nex, Meccano 5+; Octons; ‘Mega Bloks’

3. **ARTISTS AND CRAFTSPEOPLE**  
**CORE END POINT**  
EP3. ARTISTS and CRAFTSPEOPLE  
All pupils must know how the work of a range of some artists, craft makers and designers can be used as inspiration for their own work.  
**SHOULD KNOW** – ADDITIONAL **END POINTS**  
3.1) Most pupils should know about the work of some artists and crafts people and they should have the opportunity to look at examples of the work and to discuss them   
3.2) Most pupils should know how to paint and make in the style of some of the artists and crafts people whose work they have been shown.  
3.3) Most pupils should know how to display and share their art and craft work with others  
EXAMPLES   
Most of opportunities for pupils to experience and enjoy Art and Design in Key Stage 1 will be closely linked to the areas of learning in the other subjects of the curriculum.

These examples show how the end points in Art and Design can be met through units of study in other subjects of the curriculum

These examples chosen from the geography and history areas of learning show how the different subjects of the curriculum can be used to achieve the End Points in the Areas of Learning in Art and Design