

## Year R Art

Steps to knowing...							End Point statement
I can make simple marks (on paper, on the ground, in the sand, different surfaces etc.)	I can make marks by using different textures and thicknesses. I can create different effects by rubbing, smudging, scratching on a variety of different surfaces.	I can make marks for a purpose and talk about what they represent from observations, imagination and illustration.	I can name and mix colour from observation and use colour to make marks	I can make marks using a variety of mark making tools, such as pencils, paintbrushes, sticks, objects, sponges, and experiment with the effects they create	I can create marks using a variety of tools and I can begin to select and use colour for a purpose in my art		Experiment with mark making (using a variety of tools) and colour choice.  <b>David Hosking</b>
I can identify patterns and textures around me	I can recreate patterns and textures using natural resources, stones, leaves, etc	I can use a variety of different objects and textures to create a repeating pattern	I can use a rubbing technique with crayons, pastels, paints etc to create different effects and textures	I can create a repeating pattern and talk about where/how it repeats	I can use printing to create a repeating pattern	I can select objects for printing to create a variety of different patterns and textures and talk about what I have created	Experiment with rubbing, printing to create texture and pattern (using natural and man-made objects).
I can pull, tear, pinch, roll, splat, press, twist and handle clay/play dough	I can use the clay/dough to make a simple representation of something imagined or real that has meaning to me	I can build a larger scale 3D structure using crates, blocks, junk modelling	I can attach paper, card, tubes, together to create a 3D form	I can construct and build with a purpose in mind (clay, boxes, playdough, large blocks etc) and talk about what I have made	I can locate the features of a face and position objects to represent eyes, nose, ears, hair, teeth, cheeks etc	I can use objects (fruit and veg) to represent the features of a face in the style of Archimboldo	Representations - create 3D work modelling and remodelling  <b>Archimboldo</b>

### Vocabulary

Marks, press, roll, twist, pattern, repeating, identify, observe, colour names, texture, patterns, surface, tools, represent, draw, experiment, thickness, brushes, imagination, mix, effects, transient art, structure, 2D, 3D.

### NC links

Cornwall Geography/ History Cornish mining, Understanding of the world, People and Communities, Art and Expressive design, Construction- Maths.