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| **Milestones 1 Year 1 and 2** |
| **Art** | **Technology** | **Music**  |
| **To develop ideas**• Respond to ideas and starting points.• Explore ideas and collect visual information.• Explore different methods and materials asideas develop. | **Master Skills: Food**• Cut, peel or grate ingredients safely and hygienically.• Measure or weigh using measuring cups or electronic scales.• Assemble or cook ingredients. | **To perform** • Take part in singing, accurately following the melody.• Follow instructions on how and when to sing or play an instrument.• Make and control long and short sounds, using voice and instruments.• Imitate changes in pitch. |
| **Master Techniques: Painting**• Use thick and thin brushes.• Mix primary colours to make secondary.• Add white to colours to make tints and blackto colours to make tones.• Create colour wheels. | **Master Skills: Materials** • Cut materials safely using tools provided.• Measure and mark out to the nearest centimetre.• Demonstrate a range of cutting and shaping techniques (such as tearing, cutting, folding and curling).• Demonstrate a range of joining techniques (such as gluing, hinges or combining materials to strengthen). | **To compose** • Create a sequence of long and short sounds.• Clap rhythms.• Create a mixture of different sounds (long and short, loud and quiet, high and low).• Choose sounds to create an effect.• Sequence sounds to create an overall effect.• Create short, musical patterns.• Create short, rhythmic phrases. |
| **Master Techniques: Collage**• Use a combination of materials that are cut,torn and glued.• Sort and arrange materials.• Mix materials to create texture. | **Master Skills: Textiles** • Shape textiles using templates.• Join textiles using running stitch.• Colour and decorate textiles using a number of techniques (such as dyeing, adding sequins or printing).  |
| **Master Techniques: Sculpture**• Use a combination of shapes.• Include lines and texture.• Use rolled up paper, straws, paper, card andclay as materials.• Use techniques such as rolling, cutting,moulding and carving. | **Master Skills: Electrical / Computing** • Diagnose faults in battery operated devices (such as low battery, water damage or battery terminal damage).• Model designs using software. | **To transcribe** • Use symbols to represent a composition and use them to help with a performance. |
| **Master Techniques: Drawing** • Draw lines of different sizes and thickness.• Colour (own work) neatly following the lines.• Show pattern and texture by adding dots and lines.• Show different tones by using coloured pencils. | **Master Skills: Construction / Mechanics**• Use materials to practise drilling, screwing, gluing and nailing materials to make and strengthen products.• Create products using levers, wheels and winding mechanisms. | **To describe music** • Identify the beat of a tune.• Recognise changes in timbre, dynamics and pitch. |
| **Master Techniques: Print** • Use repeating or overlapping shapes.• Mimic print from the environment (e.g. wallpapers).• Use objects to create prints (e.g. fruit, vegetables or sponges).• Press, roll, rub and stamp to make prints. | **Design, Make, Evaluate, Improve**• Design products that have a clear purpose and an intended user.• Make products, refining the design as work progresses.• Use software to design. |
| **Master Techniques: Textiles** • Use weaving to create a pattern.• Join materials using glue and/or a stitch.• Use plaiting.• Use dip dye techniques. | **Inspiration from design in history**• Explore objects and designs to identify likes and dislikes of the designs.• Suggest improvements to existing designs.• Explore how products have been created. |  |
| **Master Techniques: Digital Media** • Use a wide range of tools to create different textures, lines, tones, colours and shapes. |
| **Inspiration from the greats**• Describe the work of notable artists,artisans and designers.• Use some of the ideas of artists studied tocreate pieces. |