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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 as ideas 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 black to 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 and clay 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 to create pieces. |