



Reception: Art and Design 2024-25



Drawing

Early Learning Goals (Expressive Arts and Design and Physical Development)

- Fine Motor Skills - Use a range of small tools, including scissors, paint brushes and cutlery.
- Develop overall body-strength, balance, co-ordination and agility.
- Fine Motor Skills - begin to show accuracy and care when drawing.
- Develop small motor skills so that they can use a range of tools competently, safely and confidently.
- Creating with materials - Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.

Disciplinary Knowledge

- Experiment with mark making in an exploratory way
- Use a range of drawing materials such as pencils, chalk, felt tips and wax crayons.
- Work on a range of materials of different textures (e.g. playground, bark).
- Talk about their artwork, stating what they feel they did well.
- Enjoy looking at and talking about art

Painting and Mixed Media

Early Learning Goals (Expressive Arts and Design and Physical Development)

- Fine Motor Skills - Begin to show accuracy and care when drawing.
- Use a range of small tools, including scissors, paint brushes and cutlery.
- Develop small motor skills so that they can use a range of tools competently, safely and confidently.
- Create collaboratively, sharing ideas, resources and skills
- Creating with materials - Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.
- Creating with materials -Share their creations, explaining the process they have used.

Disciplinary Knowledge

- Explore different ways to use paint and a range of media according to their interests and ideas.
- Explore paint including different application methods (fingers, splatter, natural materials, paintbrushes.)
- Use different forms of 'paint' such as mud and puddles, creating a range of artwork both abstract and figurative
- Use mixed-media scraps

Craft and Design

Early Learning Goals (Expressive Arts and Design and Physical Development)

- Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.
- Begin to show accuracy and care when drawing
- Use a range of small tools, including scissors, paint brushes and cutlery
- Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.

Disciplinary Knowledge

- Explore and play with a range of media to make child-led creations.
- Design something and stick to the plan when making.
- Cut, thread, join and manipulate materials with instruction and support, focusing on process over outcome.

Sculpture and 3D

Early Learning Goals (Expressive Arts and Design and Physical Development)

- Fine Motor Skills - Begin to show accuracy and care when drawing.
- Use a range of small tools, including scissors, paint brushes and cutlery.
- Develop small motor skills so that they can use a range of tools competently, safely and confidently.
- Develop the foundations of a handwriting style which is fast, accurate and efficient.
- Safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.
- Share their creations, explaining the process they have used.

Disciplinary Knowledge

- Explore and play with clay and playdough to make child-led creations.
- Push, pull and twist a range of modelling materials to affect the shape.
- Create child-led 3D forms from natural materials.
- Join materials in different ways e.g. using sticky tape to attach materials, making simple joints when modelling with playdough.