

WHINNEY BANKS • EYFS LEARNING IN ART • KNOWLEDGE ORGANISER

Overview

Art and Design

-In Art and Design, we learn to be creative, using our imaginations to show feelings and ideas.

-Art can be anything that we can sense: things we can see, hear, feel, smell, or taste.

-Designing is about thinking up ideas to solve problems and to get the result that we want.

In EYFS, early Art and Design is found in the 'Expressive Arts and Design' learning area.



Being Imaginative

Imagination

Using your imagination is about having new ideas! When using our imaginations, we create things that we find fun and interesting. We can also show different emotions (how we feel) and create new things that are not real.

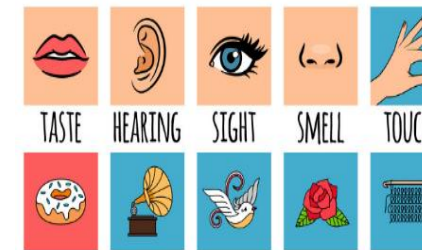


Designing

When we are designing, we are thinking about ways that we can get a result (a finished piece of work) that we want or need. Some questions that designers might ask:
-How can we fix problems in our world? -What things look/sound/feel good together?
We should also think about what it is for (purpose) and who will use it.

The Five Senses

Our senses work together to help us to take in what is going on around us. When we create art, we need to think about what it does to each of our senses.



Key Vocabulary

- Art
- Design
- Colour
- Texture
- Creative
- Emotions
- Tools
- Imagination
- Five Senses

Exploring and Using Media and Materials

<p>RED YELLOW ORANGE PINK BLUE GREEN WHITE GRAY BLACK</p>	<p>Mixing Colours Sub-Area: Exploring and Using Media and Materials</p>	<p>Colours can be <u>mixed together</u> to make other colours. -The three <u>primary colours</u> are blue, red and yellow.</p> <p>Blue + Yellow = Green Yellow + Red = Orange Red + Blue = Purple Black + White = Grey White + Red = Pink Red + Green = Brown</p> <p>-Adding more or less of colours makes different <u>shades</u>.</p>
	<p>Textures Sub-Area: Exploring and Using Media and Materials</p>	<p>Texture is how something feels to touch. We can use adjectives to describe different textures:</p> <p>Bumpy - Lego Rough - Sandpaper Hard - Wall Fuzzy -Teddy Bear Smooth - Plastic Soft - Pillow Lumpy - Bean Bag Prickly – Thorns Shiny – Car</p> <p><u>Different textures</u> are useful for <u>different products</u>.</p>
	<p>Using Tools Sub-Area: Exploring and Using Media and Materials</p>	<p>Tools are objects that help us to change things. They do many different jobs. Examples of art tools are:</p> <p>Pencils/Pens Paint Brushes Droppers Rollers Scissors Hole Punch Stapler Glue-Stick Eraser</p>

Different Art Forms

	<p>Drawing/Painting</p>	<p>Drawing and painting are types of visual art (art that can be seen). Lines are used to create shapes and objects. By mixing colours, we can create new shades.</p>
	<p>Sculpture</p>	<p>Sculpture is another type of visual art. Sculptures are made using objects (not drawn onto paper). The objects can be cut, carved, stuck or arranged in different ways.</p>
	<p>Music and Dance</p>	<p>Music is a type of art that can be heard – it is about different sounds and sound patterns. Dance is how we can use our bodies to move to music. Dancing can be performed in patterns (dance sequences).</p>
	<p>Photography and Role-Play</p>	<p>Photography allows us to capture the art that we see in the world around us. We can edit the photographs in different ways. Role-play is when we act as another person or character (real or imagined).</p>

Developmental Stages

<p>1. Random scribble</p>	<p>2. Partially-Controlled Scribble</p>	<p>3. Controlled Scribble</p>	<p>4. Controlled Scribble</p>	<p>5. 'Tadpoles'</p>	<p>6. 'Head – Feet Symbols'</p>	<p>8. Large Head Partial Stick Man</p>	<p>8. Large Head Stick Man</p>	<p>9. Figure Schema</p>
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