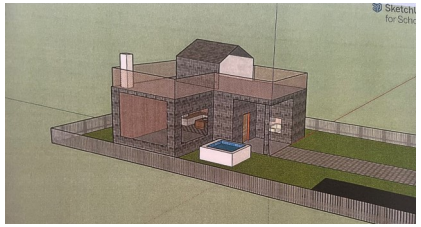
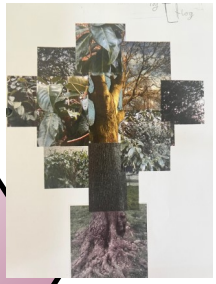
Rickmansworth Park JMI School

Art Curriculum Journey

Digital







EYFS

I can raw lines, change colour, fill.
I can use a different back-ground.
I can draw real and imaginary pictures.



Year 2

I can use an art program with skill to produce art in the style of an artist.

I can control tools, size, colour, motifs

I can use tools to create a pattern

I can contribute to a class animation (Yayoi Kusami-stop motion dot)



Year 4

I can use a painting program to make an image corresponding to my work in art.
I can use a digital camera with in-creasing skill considering viewpoint and light.

Year 6

I can use a CAD program
I can crop, edit and use photos to create a piece of art.
I can create a virtual piece of art by inserting a component into a photographic setting.



Year 1

I can open and use simple art pro-gram and choose tools

I can control size of mark, select colours and use shapes, motifs and stamps.

I can edit my work.

Year 3

I can use a digital camera to capture images to insert into digital image to create mixed collage.
I can use digital photo and combine with paint program.
I cann create a motif in lines and shapes and copy and paste to create a simple pattern.





Year 5

I can collaborate and use a video camera and editing software to pre-produce, film and edit a short narrative sequence.
I can plan, take and digitally process pho-tos for a creative purpose working as a group.
I can use digital technology to recreate art in style of an artist.

Year 7

Innovation and design
Photography (Year 10)
Using technology in Art (Year 10)