THE ARTS

KEY STAGE 1

The minimum content for The Arts is set out below.

Teachers should enable pupils to develop knowledge, understanding and skills in:

ART AND DESIGN

Pupils should be enabled to:

- investigate and respond to direct sensory experience; including visual, verbal, spatial and tactile dimensions, memory and imagination;
- look at and talk about resource material to stimulate their own ideas;
- enjoy and appreciate the work of artists and designers and craftworkers from their own and other cultures; use what has been viewed as a starting point for their own work;
- explore the visual elements of colour, tone, line, shape, form, space, texture and pattern to express ideas;
- talk about their own and others' work and how it was made, use observations to identify difficulties and suggest modifications;
- experiment with a range of media, materials, tools and processes such as: drawing, painting, printmaking, malleable materials, textiles and three-dimensional construction.

MUSIC

Pupils should be enabled to:

- work creatively with sound by investigating, experimenting, selecting and combining sounds to express feelings, ideas, mood and atmosphere;
- sing and perform with simple instruments to develop vocal and manipulative control;
- listen and respond to their own and others' music-making, thinking and talking about sounds, effects and musical features in music that they create, perform or listen to.

DRAMA

Pupils should be enabled to:

- develop their understanding of the world by engaging in a range of creative and imaginative role play situations by creating invented situations on their own and with others, and responding in role to the dramatic play of others and to the teacher in role;
- explore a range of cultural and human issues in a safe environment by participating in dramatic activity and sharing ideas with others;
- develop a range of drama strategies including freeze frame, tableau and hot seating;
- develop dramatic skills appropriate to audience, context, purpose and task by using simple props to suggest character, and by using symbols and images to develop action and make meaning.