

The Flourish Federation—Knowledge Organiser

Brookfield Infant and Junior Schools



Subject Focus:	Rotation 2—Explorers Art—Painting DT—Make, Design, Technical Knowledge	Year 1	Term 3
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What? (Key Knowledge)	
Painting	Create patterns using different tools and colours, mixing colour, using a range of tools
I can choose different tools to create an abstract space painting	
Technical Knowledge	Know about different materials, mechanisms, how to make designs stronger using technical language
I can test different materials and mechanisms to see which would work best for my moon buggy	
Making	Create using different methods and explain choices
I can make a moon buggy	
Design	draw, annotate and explain ideas following design criteria
I can choose appropriate materials for different parts of my moon buggy	
Evaluating	Discuss how their/their peer's work makes them feel, what they like, what they might change.
I can discuss work against the design criteria	

Experiences/Wow Moments
Hall display—each child contributes to the large hall display
Role playing experiences in different locations

What? (Key Vocabulary)	
Spelling	Definition
Painting	the action or skill of using paint, either in a picture or as decoration
Tools	a device or implement used to carry out a particular function
Spread	extend over a large or increasing area
Mixing	combine or put together to form one
Technical	Knowledge relating to a particular subject or
Mechanisms	A system of parts working together to make something move
Design	Purpose or planning that exists behind an action
Evaluating	To assess something

Cross-Curricular Links
Art and DT links throughout most subjects in the curriculum. We use Art and DT to create exciting opportunities in other subject areas, for example:
RE—children draw and create in the style of the religion that they are learning about
History—Recreating and evaluating previous work
Geography— Using the world around them to inspire or create different art work
Writing— Drawing pictures to go with their writing
Science— Testing different materials
Computing— Creating designs on the computer. Taking photographs of their work, watching video tutorials