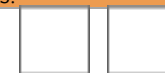




Key Learning in Art and Design: Years 5 and 6

Exploring and Developing Ideas	Evaluating and Developing Work				
<p>Select and record from first hand observation, experience and imagination, and explore ideas for different purposes.</p> <p>Question and make thoughtful observations about starting points and select ideas to use in their work.</p> <p>Explore the roles and purposes of artists, craftspeople and designers working in different times and cultures.</p>	<p>Compare ideas, methods and approaches in their own and others' work and say what they think and feel about them.</p> <p>Adapt their work according to their views and describe how they might develop it further.</p> <p>Annotate work in a journal.</p>				
Drawing					
<p>Work from a variety of sources including observation, photographs and digital images.</p> <p>Work in a sustained and independent way to create a detailed drawing.</p> <p>Develop close observation skills using a variety of view finders.</p> <p>Use a journal to collect and develop ideas.</p> <p>Identify artists who have worked in a similar way to their own work.</p>	<p>Use dry media to make different marks, lines, patterns and shapes within a drawing.</p> <p>Experiment with wet media to make different marks, lines, patterns, textures and shapes.</p> <p>Explore colour mixing and blending techniques with coloured pencils.</p> <p>Use different techniques for different purposes i.e. shading, hatching within their own work.</p> <p>Start to develop their own style using tonal contrast and mixed media.</p>	<p>Begin to use simple perspective in their work using a single focal point and horizon.</p> <p>Begin to develop an awareness of composition, scale and proportion in their paintings e.g. foreground, middle ground and background.</p> <p>Show an awareness of how paintings are created i.e. Composition.</p>			
Digital Media	Painting	Printing	Textiles	3-D	Collage
<p>Record, collect and store visual information using digital cameras etc.</p>	<p>Develop a painting from a drawing.</p> <p>Carry out preliminary studies, trying out different media and materials and</p>	<p>Create printing blocks by simplifying an initial journal idea.</p> <p>Use relief or impressed method.</p>	<p>Use fabrics to create 3D structures.</p> <p>Use different grades of threads and needles.</p>	<p>Shape, form, model and construct from observation or imagination.</p>	<p>Add collage to a painted, printed or drawn background.</p> <p>Use a range of media to create collages.</p>





Key Learning in Art and Design: Years 5 and 6

<p>Present recorded visual images using software e.g. Photostory, Powerpoint.</p> <p>Use a graphics package to create and manipulate new images.</p> <p>Be able to Import an image (scanned, retrieved, taken) into a graphics package.</p> <p>Understand that a digital image is created by layering.</p> <p>Create layered images from original ideas.</p>	<p>mixing appropriate colours.</p> <p>Create imaginative work from a variety of sources e.g. observational drawing, themes, poetry, music.</p> <p>Mix and match colours to create atmosphere and light effects.</p> <p>Be able to identify and work with complementary and contrasting colours.</p>	<p>Create prints with three overlays.</p> <p>Work into prints with a range of media e.g. pens, colour pens and paints.</p>	<p>Experiment with batik techniques.</p> <p>Experiment with a range of media to overlap and layer creating interesting colours and textures and effects.</p>	<p>Use recycled, natural and man-made materials to create sculptures.</p> <p>Plan a sculpture through drawing and other preparatory work.</p> <p>Develop skills in using clay including slabs, coils, slips, etc.</p> <p>Produce intricate patterns and textures in a malleable media.</p>	<p>Use different techniques, colours and textures etc. when designing and making pieces of work.</p> <p>Use collage as a means of extending work from initial ideas.</p>
<p>Advised curriculum coverage maximum three media per year</p>					

