



National Curriculum Subject Content							
Pupils should be taught:							
<ul style="list-style-type: none"> ▪ to create sketch books to record their observations and use them to review and revisit ideas 5 ▪ to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay] 6 ▪ about great artists, architects and designers in history. 7 							
Year Group	Skills Block <u>Designer Study: Vivienne Westwood</u>		GREEK ART- 3D Sculpture, Mosaic, Greek Comic <u>Artist Study: Tula Moon- link into Liverpool Geography topic</u>		2D ART and TEXTILES- London buildings, sketches, prints, digital images, building textile project <u>Architect Study: Christopher Wren</u>		
Year 5	Learn about the work of others by looking at their work in books, the internet , visits to galleries and other sources of information Drawing Identify and draw simple objects, and use marks and lines to produce texture Use shading to create mood and feeling Organise line, tone, shape and colour to represent figures and forms in movement Show reflections Painting Create a range of moods in their paintings Express their emotions accurately through their painting and sketches Printing Print using a number of colours Create an accurate print design that meets a given criteria Print onto different materials 3D/textiles Experiment with and combine materials and processes to design and make 3D form Sculpt clay and other mouldable materials Use textile and sewing skills as part of a project, e.g. hanging, textile book, etc. This could include running stitch, cross stitch, backstitch, appliqué and/or embroidery. Use of IT Combine graphics and text based on their research Scan images and take digital photos, and use software to alter them, adapt them and create work with meaning Create digital images with animation, video and sound to communicate their ideas		Sketch books Keep notes in their sketch books as to how they might develop their work further Use their sketch books to compare and discuss ideas with others 3D/textiles Experiment with and combine materials and processes to design and make 3D form Sculpt clay and other mouldable materials Collage Use ceramic mosaic to produce a piece of art Combine visual and tactile qualities to express mood and emotion Use of IT Create a piece of art work which includes the integration of digital images they have taken Create digital images with animation, video and sound to communicate their ideas? Knowledge Experiment with different styles which artists have used Learn about the work of others by looking at their work in books, the internet , visits to galleries and other sources of information		Drawing Identify and draw simple objects, and use marks and lines to produce texture Use shading to create mood and feeling Organise line, tone, shape and colour to represent figures and forms in movement Show reflections Explain why they have chosen specific materials to draw with Painting Create a range of moods in their paintings Express their emotions accurately through their painting and sketches Printing Print using a number of colours Create an accurate print design that meets a given criteria Print onto different materials Sketch books Keep notes in their sketch books as to how they might develop their work further Use their sketch books to compare and discuss ideas with others 3D/textiles Use textile and sewing skills as part of a project, e.g. hanging, textile book, etc. This could include running stitch, cross stitch, backstitch, appliqué and/or embroidery. Collage Combine visual and tactile qualities to express mood and emotion Combine graphics and text based on their research Use of IT Scan images and take digital photos, and use software to alter them, adapt them and create work with meaning		
	SKILLS Artist Study: Salvador Dali		3D ART- Free form structures using wire, modroc, Architect Study: Zaha Hadid		2D ART- Link to designer- using different media, stencilling, printing, digital art Designer Study: Rennie Mackintosh		
Year 6	Drawing Sketches communicate emotions and a sense of self with accuracy and imagination Explain why they have combined different tools to create their drawings Explain why they have chosen specific drawing techniques Painting Explain what their own style is Use a wide range of techniques in their work Explain why they have chosen specific painting techniques Printing Over print using different colours Look very carefully at the ; Methods they use and make decisions about the effectiveness of their printing methods Collage Combine pattern , tone and shape Use of IT Use software packages to create pieces of digital art to design		Sketch books Sketch books contain detailed notes, and quotes explaining about items Compare their methods to those of others and keep notes in their sketch books Combine graphics and text based research of commercial design, for example magazines etc., to influence the layout of their sketch books. Adapt and refine their work to reflect its meaning and purpose, keeping notes and annotations in their sketch books 3D/textiles Create models on a range of scales Create work which is open to interpretation by the audience Include both visual and tactile elements in their work Collage Justify the materials they have chosen Combine pattern , tone and shape Knowledge Make a record about the styles and qualities in their work Say what their work is influenced by Include technical aspects in their work E.G. architectural design		Sketch books Sketch books contain detailed notes, and quotes explaining about items Compare their methods to those of others and keep notes in their sketch books Combine graphics and text based research of commercial design, for example magazines etc., to influence the layout of their sketch books. Adapt and refine their work to reflect its meaning and purpose, keeping notes and annotations in their sketch books Drawing Sketches communicate emotions and a sense of self with accuracy and imagination Explain why they have combined different tools to create their drawings Explain why they have chosen specific drawing techniques Painting Explain what their own style is Use a wide range of techniques in their work Explain why they have chosen specific painting techniques Printing Over print using different colours Look very carefully at the ; Methods they use and make decisions about the effectiveness of their printing methods Use of IT Use software packages to create pieces of digital art to design Create a piece of art which can be used and part of a wider presentation Knowledge Make a record about the styles and qualities in their work Say what their work is influenced by Include technical aspects in their work E.G. architectural design		

Drawing	Painting	Printing	Sketch books	3D/textiles	Collage	Use of IT	Knowledge
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