Key Learning in Art and Design: Years 5 and 6

Exploring and Developing Ideas

- Select and record from first hand observation, experience and imagination, and explore ideas for different purposes.
- Question and make thoughtful observations about starting points and select ideas to use in their work.
- Explore the roles and purposes of artists, craftspeople and designers working in different times and cultures.

Evaluating and Developing Work

- Compare ideas, methods and approaches in their own and others' work and say what they think and feel about them.
- Adapt their work according to their views and describe how they might develop it further.
- Annotate work in a journal.

Drawing

- Work from a variety of sources including observation, photographs and digital images.
- Work in a sustained and independent way to create a detailed drawing.
- Develop close observation skills using a variety of view finders.
- Use a journal to collect and develop ideas.
- Identify artists who have worked in a similar way to their own work.

Lines, Marks, Tone, Form and Texture

- Use dry media to make different marks, lines, patterns and shapes within a drawing.
- Experiment with wet media to make different marks, lines, patterns, textures and shapes.
- Explore colour mixing and blending techniques with coloured pencils.
- Use different techniques for different purposes i.e. shading, hatching within their own work.
- Start to develop their own style using tonal contrast and mixed media.

Perspective and Composition

- Begin to use simple perspective in their work using a single focal point and horizon.
- Begin to develop an awareness of composition, scale and proportion in their paintings e.g. foreground, middle ground and background.
- Show an awareness of how paintings are created i.e. Composition.

Digital Media

- Record, collect and store visual information using digital cameras etc.
- Present recorded visual images using software e.g. Photostory, Powerpoint.
- Use a graphics package to create and manipulate new images.
- Be able to Import an image (scanned, retrieved, taken) into a graphics package.
- Understand that a digital image is created by layering.
- Create layered images from original ideas.

Painting

- Develop a painting from a drawing.
- Carry out preliminary studies, trying out different media and materials and mixing appropriate colours.
- Create imaginative work from a variety of sources e.g. observational drawing, themes, poetry, music.

Colour

- Mix and match colours to create atmosphere and light effects.
- Be able to identify and work with complementary and contrasting colours.

Printing

- Create printing blocks by simplifying an initial journal idea.
- Use relief or impressed method.
- Create prints with three overlays.
- Work into prints with a range of media e.g. pens, colour pens and paints.

Textiles

- Use fabrics to create 3D structures.
- Use different grades of threads and needles.
- Experiment with batik techniques.
- Experiment with a range of media to overlap and layer creating interesting colours and textures and effects.

3-D

- Shape, form, model and construct from observation or imagination.
- Use recycled, natural and man-made materials to create sculptures.
- Plan a sculpture through drawing and other preparatory work.
- Develop skills in using clay including slabs, coils, slips, etc.
- Produce intricate patterns and textures in a malleable media.

Collage

- Add collage to a painted, printed or drawn background.
- Use a range of media to create collages.
- Use different techniques, colours and textures etc. when designing and making pieces of work.
- Use collage as a means of extending work from initial ideas.

Advised curriculum coverage maximum three media per year

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