



St Barnabas

Church of England Primary Academy

A member of **CDARI**

Key Learning in Art and Design- Years 5 and 6

Exploring and Developing Ideas		Evaluating and Developing Work			
<ul style="list-style-type: none"> 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. 		<ul style="list-style-type: none"> 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					
<ul style="list-style-type: none"> 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 <ul style="list-style-type: none"> 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 <ul style="list-style-type: none"> 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	Painting	Printing	Textiles	3-D	Collage
<ul style="list-style-type: none"> Record, collect and store visual information using digital cameras etc. Present recorded visual images using software e.g. Photostory, Powerpoint. 	<ul style="list-style-type: none"> Develop a painting from a drawing. Carry out preliminary studies, trying out different media and materials and mixing appropriate colours. 	<ul style="list-style-type: none"> Create printing blocks by simplifying an initial journal idea. Use relief or impressed method. 	<ul style="list-style-type: none"> Use fabrics to create 3D structures. Use different grades of threads and needles. Experiment with batik techniques. 	<ul style="list-style-type: none"> Shape, form, model and construct from observation or imagination. Use recycled, natural and man-made 	<ul style="list-style-type: none"> Add collage to a painted, printed or drawn background. Use a range of media to create collages.

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<ul style="list-style-type: none"> ▪ 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. 	<ul style="list-style-type: none"> ▪ Create imaginative work from a variety of sources e.g. observational drawing, themes, poetry, music. <p>Colour</p> <ul style="list-style-type: none"> ▪ Mix and match colours to create atmosphere and light effects. ▪ Be able to identify and work with complementary and contrasting colours. 	<ul style="list-style-type: none"> ▪ Create prints with three overlays. ▪ Work into prints with a range of media e.g. pens, colour pens and paints. 	<ul style="list-style-type: none"> ▪ Experiment with a range of media to overlap and layer creating interesting colours and textures and effects. 	<p>materials to create sculptures.</p> <ul style="list-style-type: none"> ▪ 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. 	<ul style="list-style-type: none"> ▪ 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.
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Advised curriculum coverage maximum three media per year