## Art \& Design <br> Year 5/6

## Term 1

## Make My Voice Heard

On a journey from the Ancient Maya to modern-day street art, children explore how artists convey a message. They begin to understand how artists use imagery and symbols as well as drawing techniques like expressive mark making, tone and the dramatic light and dark effect

> called 'chiaroscuro'.

| Key Vocabulary | Key Knowledge | Outcomes |
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| aesthetic <br> audience <br> character traits <br> chiaroscuro <br> commissioned <br> composition <br> expressive <br> graffiti <br> guerilla <br> imagery <br> impact <br> interpretation <br> mark making <br> Maya <br> Mayan <br> mural <br> representative <br> street art <br> symbol <br> symbolic <br> technique | - Colour: A 'monochromatic' artwork uses tints and shades of just one colour. <br> - Colour: Colours can be symbolic and have meanings that vary according to your culture or background, eg red for danger or for celebration. <br> - Form: The surface textures created by different materials can help suggest form in two-dimensional art work. <br> - Shape: How an understanding of shape and space can support creating effective composition. <br> - Line: How line is used beyond drawing and can be applied to other art forms. <br> - Tone: That chiaroscuro means 'light and dark' and is a term used to describe high-contrast images. | - Collect a good range of imagery, adding annotated notes and sketches. <br> - Make relevant comparisons between different styles of art. <br> - Use tools effectively to explore a range of effects. <br> - Respond to the meaning of a spirit animal through drawing. <br> - Generate symbols that reflect their likes and dislikes with little support. <br> - Create a tile that is full of pattern, symbols and colours that represents themselves. <br> - Discuss ideas to create light and dark through drawing techniques. <br> - Explain the term chiaroscuro. <br> - Apply chiaroscuro to create light and form through a tonal drawing. <br> - Understand the impact of using techniques for effect. |


| tone tonal | Making skills: <br> - To know gestural and expressive ways to make marks. <br> - To know the effects different materials make. <br> - To know the effects created when drawing on different surfaces. <br> - How to use symbolism as a way to create imagery. <br> - How to combine imagery into unique compositions. <br> - How to achieve the tonal technique called chiaroscuro. <br> - How to make handmade tools to draw with. <br> - How to use charcoal to create chiaroscuro effects. <br> Knowledge of artists: <br> - Artists can use symbols in their artwork to convey meaning. <br> - Sometimes artists add extra meaning to what they create by working in places where they don't have permission to work. <br> - Artists find inspiration in other artists' work, adapting and interpreting ideas and techniques to create something new. <br> - Art can be a form of protest. | - Participate in a discussion that examines the similarities and differences between different styles of art. <br> - Form their own opinions about what art is, justifying their ideas. <br> - Identify a cause and decide what message they want to convey. <br> - Understand artist's choices to convey a message. <br> - Review sketchbook and creative work to develop a drawn image. <br> - Review and revisit ideas to develop their work |
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|  | - Artists use art to tell stories about things that are important to them; looking at artworks from the past can reveal thoughts and opinions from that time. <br> - Art sometimes creates difficult feelings when we look at it. <br> - Artists use techniques like chiaroscuro to create dramatic light and shade when drawing or painting. <br> Evaluating and analysing: <br> - Art doesn't have to be a literal representation of something, it can sometimes be imagined and abstract. <br> - Art can represent abstract concepts, like memories and experiences. Sometimes people make art to express their views and opinions, which can be political or topical. <br> - Sometimes people make art to create reactions. <br> - People use art as a means to reflect on their unique characteristics. <br> - People can have varying ideas about the value of art. <br> - Art can be analysed and interpreted in lots of ways and can be different for everyone. |  |
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|  | • Everyone has a unique way of <br> experiencing art |  |
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## Term 1

Painting and Mixed Media: Artist Study
Identifying an artist that interests them, children research the life, techniques and artistic intentions of that individual. Collecting ideas in sketchbooks, planning for a final piece and working collaboratively, they present what they have learnt about the artist.

| Key Vocabulary | Key Knowledge | Outcomes |
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| abstract <br> analyse <br> artist <br> compose <br> compositions <br> convey | Formal elements: <br> Colour: Colours can be symbolic and <br> have meanings that vary according to <br> your culture or background, eg red <br> for danger or for celebration. | •Understand a narrative and use <br> descriptive language to tell a story. <br> Suggest ideas for the meaning behind <br> a picture. |

evaluation
inference
interpret
justify
meaning
medium
mixed media
narrative
respond
tableau
technique
thought-provoking
translate

- Line: How line is used beyond drawing and can be applied to other art forms.
- Pattern: Pattern can be created in many different ways, eg in the rhythm of brushstrokes in a painting (like the work of van Gogh) or in repeated shapes within a composition.
- Texture: Applying thick layers of paint to a surface is called impasto, and is used by artists such as Claude Monet to describe texture.


## Making skills:

- How to use sketchbooks to research and present information.
- How to develop ideas into a plan for a final piece.
- How to make a personal response to the artwork of another artist.
- How to use different methods to analyse artwork such as drama, discussion and questioning.


## Knowledge of artists:

- Artists can use symbols in their artwork to convey meaning.
- Art can be a form of protest.
- Identify different features within a painting and use the formal elements to describe it.
- Be creative and imaginative in finding their own meaning in a painting.
- Use their own art or personal experiences to justify their ideas.
- Read a picture well and see beyond the first glance, analysing and evaluating it successfully.
- Reflect on personal experiences to convey through their own piece of abstract art.
- Contribute to discussions to either the class, group or talk partner.
- Understand and choose a meaningful message to convey through imagery, creating some different composition ideas.
- Select an appropriate artist.
- Collect a range of information that is presented in an interesting and pleasing way in sketchbooks.
- Generate an idea for a final piece, demonstrating some inspiration from their chosen artist.
- Produce a final piece of work, selecting appropriate tools and materials to create an intended effect.

|  | - Artists use art to tell stories about things that are important to them; looking at artworks from the past can reveal thoughts and opinions from that time. <br> - Art sometimes creates difficult feelings when we look at it. <br> - Artists can use materials to respond to a feeling or idea in an abstract way. <br> Evaluating and analysing: <br> - Art doesn't have to be a literal representation of something; it can sometimes be imagined and abstract. <br> - Art can represent abstract concepts, like memories and experiences. Sometimes people make art to express their views and opinions, which can be political or topical. <br> - People can have varying ideas about the value of art. <br> - Art can be analysed and interpreted in lots of ways and can be different for everyone. | - Experiment and revisit ideas, drawing on creative experiences. <br> - Work in a sustained way to complete a piece, making evaluations at each stage. |
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## Term 2

## Sculpture and 3D- Making Memories

Creating a personal memory box using a collection of found objects and hand-sculptured forms, reflecting primary school life with symbolic and personal meaning.

| Key Vocabulary | Key Knowledge | Unit Outcomes |
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| assemblage <br> attribute <br> collection <br> composition <br> embedded <br> expression | Formal elements: <br> - Colour: Colours can be symbolic and have meanings that vary according to your culture or background, eg red for danger or for celebration. <br> - Form: The surface textures created by different materials can help suggest form in two-dimensional art work. | - Discuss the work of artists that appreciate different artistic styles. <br> - Create a sculpture to express themselves in a literal or symbolic way. <br> - Reflect verbally or in writing about creative decisions. <br> - Suggest ways to represent memories through imagery, shapes and colours. |


| identity <br> juxtaposition <br> literal <br> manipulate <br> originality <br> pitfall <br> relief <br> representation <br> sculpture <br> self <br> symbolic <br> tradition | - Shape: How an understanding of shape and space can support creating effective composition. <br> - Line: How line is used beyond drawing and can be applied to other art forms. <br> - Pattern: Pattern can be created in many different ways, eg in the rhythm of brushstrokes in a painting (like the work of van Gogh) or in repeated shapes within a composition. <br> Making skills: <br> - How to translate a 2D image into a 3D form. <br> - How to manipulate cardboard to create 3D forms (tearing, cutting, folding, bending, ripping). <br> - How to manipulate cardboard to create different textures. <br> - How to make a cardboard relief sculpture. <br> - How to make visual notes to generate ideas for a final piece. <br> - How to translate ideas into sculptural forms. |
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- Draw a composition of shapes developed from initial ideas to form a plan for a sculpture.
- Competently use scissors to cut shapes accurately.
- Talk about artists' work and explain what they might use in their own work.
- Produce a clear sketchbook idea for a sculpture, including written notes and drawings to show their methods and materials needed.
- Successfully translate plans to a 3D sculpture.
- Work mostly independently, experimenting and trying new things.
- Identify and make improvements to their work.
- Produce a completed sculpture demonstrating experimentation, originality and technical competence.
- Competently reflect on successes and personal development.


|  | opinions, which can be political or <br> topical. <br> Sometimes people make art to create <br> reactions. <br> People use art as a means to reflect <br> on their unique characteristics |  |
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Term 3

## Craft and Design: Photo Opportunity

Exploring photography as a medium for expressing ideas, pupils investigate scale and composition, colour and techniques for adapting finished images. They use digital media to design and create photographic imagery for a specific design brief.

| Key Vocabulary | Key Knowledge | Unit Outcomes |
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| album arrangement cityscape composition Dada digital editing emulate focus frame grid image layout macro monochromatic | Formal elements: <br> - Colour: Colours can be symbolic and have meanings that vary according to your culture or background, eg red for danger or for celebrations <br> - Shape: How an understanding of shape and space can support creating effective composition <br> - Line: How line is used beyond drawing and can be applied to other art forms. <br> - Pattern: Pattern can be created in many different ways, eg in the rhythm of brushstrokes in a painting | - Explain how a new image can be created using a combination of other images. <br> - Understand what photomontage is and recognise how artists use photography. <br> - Select relevant images and cut them with confidence and a level of control. <br> - Demonstrate a competent knowledge of effective composition, discussing their ideas. <br> - Use recording devices and available software with confidence. |


| monochrome <br> photography <br> photomontage <br> photorealism <br> photorealistic <br> portrait <br> pose <br> prop <br> proportion <br> recreate <br> replacement <br> saturation <br> software | (like the work of van Gogh) or in repeated shapes within a composition. <br> Making skills: <br> - To know how different materials can be used to produce photorealistic artwork <br> - To know that macro photography is showing a subject as larger than it is in real life <br> - How to create a photomontage. <br> - How to create artwork for a design brief. <br> - How to use a camera or tablet for photography. <br> - How to identify the parts of a camera. <br> - How to take a macro photo, choosing an interesting composition. <br> - How to manipulate a photograph using photo editing tools. <br> - How to use drama and props to recreate imagery. <br> - How to take a portrait photograph. <br> - How to use a grid method to copy a photograph into a drawing. <br> Knowledge of artists: | - Demonstrate a confident understanding of Edward Weston's style through their artistic choices. <br> - Discuss the features of a design, e.g. explaining what is effective about a composition. <br> - Select a suitable range of props, considering the design brief and their initial ideas. <br> - Use the viewfinder to set up an effective composition, thinking about the scale and positioning of objects. <br> - Use editing software to change their image, reflecting an artist's style. <br> - Choose a suitable painting and suggest appropriate ways to recreate it photographically with props. <br> - Set up a composition and think about a space that will provide good lighting levels. <br> - Take a portrait that is focused and appropriately framed. <br> - Draw an accurately measured grid, with some support, understanding how it can support them with their drawing. <br> - Use the grid to translate a photograph to a drawn image that is mostly correctly proportioned. |
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|  | people to discuss and appreciate art <br> in a new way. <br> People can have varying ideas about <br> the value of art. |  |
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