

Upper Key Stage 2 Art & Design



Art & Design					
	Use sketchbooks (including digital images)	Drawing	Painting (including printing)	Sculpture (including textiles)	Range of Artist
Year 5 Substantive	<ul style="list-style-type: none"> Select and record from first hand observation, experience and imagination, and explore ideas for different purposes. 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. Evaluate and analyse creative works using the language of art, craft and design. 	<u>Typography & Maps</u> <ul style="list-style-type: none"> Know how to use wet & dry media to make different marks, lines, patterns and shapes within a drawing. Know how to use blending techniques with ink and pencils e.g. shading, hatching Know the use of Typography in design 	<u>Mixed Media Land & City Scapes</u> <ul style="list-style-type: none"> Know how to mix and match colours to create atmosphere and light effects. Know how to identify and work with complementary and contrasting colours. Know how to use simple perspective in their work using a single focal point and horizon. 	<u>Fashion Design Set Design</u> <ul style="list-style-type: none"> Know how to use recycled, natural and man-made materials to create Artwork. Know how to use materials to create 3-D structures. 	<u>Typography & Maps</u> Louise Fili, Grayson Perry, Paula Scher, Chris Kenny <u>Mixed Media Land & City Scapes</u> Vanessa Gardiner, Shoreditch Sketcher, Kittie Jones
Disciplinary (Skill)		<ul style="list-style-type: none"> Recognise typography and its purpose Creates own fonts. Use drawing to inspire intra transform into letters. Draw over existing print. Combine drawings to add additional dimension. 	<ul style="list-style-type: none"> To use watercolours to create effect Use paint to create atmosphere and mood. To colour mix to represent city & landscapes 	<ul style="list-style-type: none"> Design to the brief Construct with a variety of media using tools. Share our design preferences in our creations 	<u>Fashion Design Set Design</u> Alice Fox, Rahul Mishra, Pyer Moss, Tatyana Antoun, Hormazd Narielwalla
Year 6 Substantive		<u>Pathway: 2D Drawing to 3D Making</u> <ul style="list-style-type: none"> Know how to use a variety of view finders. Know how to import an image (scanned, retrieved, taken) into a graphics package. Know how to create layered images from original ideas. 	<u>Exploring Identity</u> <ul style="list-style-type: none"> Know how to create imaginative work from a variety of sources e.g. observational drawing, themes. Know how to mix and match colours to create atmosphere and light effects. 	<u>Drawing and Painting developed into collage/batik/felt making</u> <ul style="list-style-type: none"> Know how to use different grades of threads and needles. Know how use batik techniques. Know how to experiment with a range of media to overlap and layer creating interesting colours and textures and effects. 	<u>Pathway: 2D Drawing to 3D Making</u> Lubaina Himid, Claire Harrup <u>Exploring Identity</u> Njideka Akunyili Crosby, Yinka Shonibare, Thandiwe Muriu, Mike Barrett
Disciplinary (Skill)		<ul style="list-style-type: none"> Be able to represent a selection of an image Represent positive and negative spaces. Use grid system to scale and image. Use collage to add tonal marks to the flat image. 	<ul style="list-style-type: none"> Layer materials to create background perfect Use and apply skills to create portrait. Use dimensions to create image of likeness. 	<ul style="list-style-type: none"> Able to combine materials using fixing materials. Work collaboratively to create final piece. 	<u>Drawing and Painting developed into collage/batik/felt making</u>