



Lowerhouse Junior School

Key Learning in Art and Design – Year 5 & Year 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. 		<p style="text-align: center;"><u>Lines, Marks, Tone, Form and Texture</u></p> <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. 		<p style="text-align: center;"><u>Perspective and Composition</u></p> <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 ▪Use a graphics package to create and manipulate new images. 	<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. ▪Create imaginative work from a variety of sources e.g. 	<ul style="list-style-type: none"> ▪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. 	<ul style="list-style-type: none"> ▪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 	<ul style="list-style-type: none"> ▪Shape, form, model and construct from observation or imagination. ▪Use recycled, natural and man-made materials to create sculptures. 	<ul style="list-style-type: none"> ▪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.

<ul style="list-style-type: none"> ▪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. 	<p>observational drawing, themes, poetry, music.</p> <p><u>Colour</u></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. 	<p>pens, colour pens and paints.</p>	<p>colours and textures and effects.</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 collage as a means of extending work from initial ideas.
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