

YEAR 6 Art CURRICULUM		
<u>Half term 1 and 2</u>	Half term 3 and 4	<u>Half term 5</u>
<p><u>Art and Design Skills</u></p> <p>Generating Ideas (Conceptual Knowledge) Increase awareness of using tone to describe light and shade, contrast, highlight and shadow. Manipulate tone for halo and chiaroscuro techniques. Make personal investigations and record observations in sketchbooks. Record experiments with media and try out new techniques and processes in sketchbooks. Develop personal, imaginative responses to a theme. Produce personal interpretations of cherished objects, show thoughts and feelings through pattern, create imaginative 3D forms to create meaning. Express ideas about art through messages, graphics, text and images.</p> <p>Progression of Skills – Making Skills (Procedural Knowledge) Further develop drawing from observation. Draw using perspective, mathematical processes, design, detail and line. Control brush strokes and apply tints and shades when painting. Paint with greater skill and expression.</p>	<p>Generating Ideas (Conceptual Knowledge) Develop ideas through sketches, enhance knowledge, skill and technique using experimental media in sketchbooks. Express thoughts and feelings about familiar products. Design new architectural forms, design and invent new products, link artwork to literary sources. Create and invent for purposes.</p> <p>Progression of Skills – Making Skills (Procedural Knowledge) Further develop drawing from observation. Draw using perspective, mathematical processes, design, detail and line. Control brush strokes and apply tints and shades when painting. Paint with greater skill and expression.</p> <p>Progression of Skills – Knowledge (Factual Knowledge) Artists, craftspeople, designers – Giorgio Morandi</p> <p>Vocabulary Analytical observational drawing, annotation, collage, computer-aided-design (CAD), continuous line drawing, diagram, exploded</p>	<p><u>Every picture tells a story</u></p> <p>Generating Ideas (Conceptual Knowledge) Develop an increasing sophistication when using tone to describe objects when drawing. Analyse artists’ use of tone. Develop ideas through sketches, enhance knowledge, skill and technique using experimental media in sketchbooks. Express thoughts and feelings about familiar products. Design new architectural forms, design and invent new products, link artwork to literary sources. Create and invent for purposes.</p> <p>Progression of Skills – Making Skills (Procedural Knowledge) Further extend their ability to describe and model form in 3D using a range of materials. Extend and develop a greater understanding of applying expression when using line. Construct patterns through various methods to develop their understanding. Composing original designs by adapting and synthesising the work of others. Analyse and evaluate artists’ use of shape. Develop understanding of texture through practical making activities.</p>

<p>Create mixed media art using found and reclaimed materials. Select materials for a purpose. Select and mix more complex colours to depict thoughts and feelings. Develop understanding of texture through practical making activities.</p> <p>Progression of Skills – Knowledge (Factual Knowledge) Artists, craftspeople, designers – Hundertwasser</p> <p>Vocabulary Abstract, herringbone, milliner, mindfulness, pattern, polyprint tile, prototype, realism, symbolism, zentangle pattern</p>	<p>diagram, invention, portrait, prototype, sketch, texture</p>	<p>Progression of Skills – Knowledge (Factual Knowledge) Artists, craftspeople, designers – Banksy, Andy Warhol, John Singer Sargent, Magdalene Odundo</p> <p>Vocabulary Abstract, anonymous, brexit, emoji's, immigration, mural, pictograms, racism, street art, symmetrical</p>
<p><u>Half Term 6</u></p>		
<p style="text-align: center;"><u>Design for purpose</u></p> <p>Generating Ideas (Conceptual Knowledge) Develop ideas through sketches, enhance knowledge, skill and technique using experimental media in sketchbooks. Express thoughts and feelings about familiar products. Design new architectural forms, design and invent new products, link artwork to literary sources. Create and invent for purposes.</p>		

**Progression of Skills – Making Skills
(Procedural Knowledge)**

Further develop drawing from observation.
Draw using perspective, mathematical processes, design, detail and line.

Create mixed media art using found and reclaimed materials. Select materials for a purpose.

Select and mix more complex colours to depict thoughts and feelings.

Extend and develop a greater understanding of applying expression when using line.

Composing original designs by adapting and synthesising the work of others. Analyse and evaluate artists' use of shape.

Vocabulary

Client, collaboration, design brief, font, heraldry, logo, pitch, presentation, prototype, sketch, slogan, soundbite, template, urban, unique-selling point (USP)