

ART AND DESIGN

Key stage 2

Pupils should be taught:

- to develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design
- to create sketch books to record their observations and use them to review and revisit ideas
- to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay
- about great artists, architects and designers in history

Art and Design Y5

Expected	Knowledge and understanding <ul style="list-style-type: none"> • Experiment with different styles which artists have used. • Learn about the work of others by looking at their work in books, the internet, visits to galleries and other sources of information. 	Drawing <ul style="list-style-type: none"> • Identify and draw simple objects and use marks and lines to produce texture. • Successfully use shading to create mood and feeling. • Organise line, tone, shape and colour to represent figures and forms in movement. • Show reflections. • Explain why they have chosen specific materials to draw with. 	Printing <ul style="list-style-type: none"> • Print using a number of colours. • Create an accurate print design that meets a given criteria. • Print onto different materials. 	Painting <ul style="list-style-type: none"> • Create a range of moods in their paintings. • Express their emotions accurately through their painting and sketches.
	Collage <ul style="list-style-type: none"> • Use ceramic mosaic to produce a piece of art. • Combine visual and tactile qualities to express mood and emotion. 	Sketchbooks <ul style="list-style-type: none"> • Keep notes in their sketch books as to how they might develop their work further. • Use their sketch books to compare and discuss ideas with others. 	3D/ Textiles <ul style="list-style-type: none"> • Experiment with and combine materials and processes to design and make 3D form. • Sculpt clay and other mouldable materials. • Use textile and sewing skills as part of a project e.g. hanging, textile book. 	Use of IT <ul style="list-style-type: none"> • Create a piece of art work which includes the integration of digital images they have taken. • Combine graphics and text based on their research. • Scan images and take digital photos and use software to alter them, adapt them and create work with meaning. • Create digital images with animation, video and sound to communicate.
Exceeding	<ul style="list-style-type: none"> • Communicate emotions and a sense of self with accuracy and imagination in their sketches. • Make a record about the styles and qualities in their work. • Say what their work is influenced by. • Include technical aspects in their work – e.g. architectural design. 			