

Art & Design Year 5	
Drawing	<ul style="list-style-type: none"> <li>• Experiment with drawing techniques to support observations</li> <li>• Create a sense of distance and proportion in a drawing</li> <li>• Use line to create movement in a drawing</li> <li>• Understand how drawing skills can support other medias</li> <li>• Develop a series of drawings that explore a theme</li> <li>• Explain why they have chosen specific materials to draw with</li> </ul>
Painting	<ul style="list-style-type: none"> <li>• Understand the different properties of different paints</li> <li>• Create a range of shades using different kinds of paint</li> <li>• Create mood in a painting</li> <li>• Use shade to create depth in a painting</li> <li>• Identify different painting styles and say how these have influenced artist's styles over time</li> </ul>
Printing	<ul style="list-style-type: none"> <li>• Print using materials</li> <li>• Create an accurate print design that reflects a theme or idea</li> <li>• Make links with printmaking and other medias to help develop their work</li> <li>• Over print using different colours</li> <li>• Identify different printing methods and make decisions about the effectiveness of their printing methods</li> <li>• Know how to make a positive and a negative print</li> </ul>
Sketch Books	<ul style="list-style-type: none"> <li>• Experiment with different styles which artists have used</li> <li>• Use their sketch books as a mode to record the learning journey</li> <li>• Use their sketchbooks to explore and practice a range of materials, record ideas and experiment</li> <li>• Use their sketchbooks to build and record knowledge</li> <li>• Compare sketchbook ideas and give supportive and constructive feedback on peer's development</li> </ul>
3D	<ul style="list-style-type: none"> <li>•</li> </ul>
Collage	<ul style="list-style-type: none"> <li>•</li> </ul>
Use of ICT	<ul style="list-style-type: none"> <li>• Use software packages to create pieces of digital art to design</li> <li>• Create a piece of art which can be used as part of a wider presentation</li> <li>• Create a piece of art work which includes the integration of digital images they have taken</li> </ul>

	<ul style="list-style-type: none"> <li>• Scan images or take digital photos and use software to alter and adapt them</li> <li>• Create digital images with animation, video and sound to communicate their ideas</li> </ul>
Knowledge	<ul style="list-style-type: none"> <li>• Experiment with different styles which artists have used</li> <li>• Learn about work of others by looking in books, the internet, galleries and sharing ideas as a class</li> <li>• Critique each other's work as a way of developing and supporting each other's ideas</li> <li>• Understand how different medias can be combined and work together</li> <li>• Develop an idea through exploration and experimentation</li> </ul>
Artist/craft maker/designer to study	<ul style="list-style-type: none"> <li>• French Impressionists - Monet / Manet</li> <li>• Hokusai</li> <li>• Andy Warhol</li> </ul>
Artistic terms related to topic (Key vocabulary)	Related Vocabulary
Greater Depth:	<ul style="list-style-type: none"> <li>• Keep detailed notes, quotes or annotations using advanced vocabulary to explain and reflect on their artistic process (eg form, composition, tone)</li> <li>• Plan their art carefully , taking into account layout, composition and perspective</li> <li>• Explain their own style of art and what has influenced their choices (eg mood, events, geography, nature, history)</li> </ul>
Topic/Novel Link:	

<b>Defined End Point</b>
<ul style="list-style-type: none"> <li>- Start to develop a detailed critique of famous artists work and the work of peers, experimentation and examining techniques in a range of media (pencil, charcoal, paint, clay...)</li> <li>- - Develop their artistic pieces with increasing precision (effective experimentation in sketch books)</li> <li>-</li> </ul>