

Art & Design Year 6	
Drawing	<ul style="list-style-type: none"> • Communicate ideas and convey a sense of individual style • Show a strong understanding of how to use shading techniques to create depth and tone • Apply different drawing techniques to support outcomes and know when to do this • Create accurate and experimental drawings • Explain how they have combined different tools and explain why they have chosen specific drawing techniques
Painting	<ul style="list-style-type: none"> • Explain what their own style is • Use a wide range of techniques in their work and explain why they have chosen these techniques • Have a strong understanding of colour theory and how to use it to create a balanced painting
Printing	
Sketch Books	<ul style="list-style-type: none"> • Have detailed notes and quotes explaining their drawings and ideas • Compare their methods to those of others and keep notes in their sketch books • Adapt and refine their work to reflect its meaning and purpose, keeping notes and annotations in the sketchbooks
3D	<ul style="list-style-type: none"> • Create models on a range of scales • Create work which is open to interpretation by an audience • Include both visual and tactile elements in their work • Know the properties of a wide range of different sculptural materials and how to use them • Experiment with and combine materials and processes to design and make a 3D form • Take a 2D drawing into a 3D form • Shape using a variety of mouldable materials • Interpret an object in a 3D form
Collage	<ul style="list-style-type: none"> • Overlap materials to build an image • Use collage as a tool to develop a piece in mixed media • Use collage to create a mood board of ideas • Combine pattern, tone and shape in collage • Justify the materials they use • Combine pattern, tone and shape • Use collage as a tool for part of a mixed media project • Express their ideas through collage

	<ul style="list-style-type: none"> •
Use of ICT	
Knowledge	<ul style="list-style-type: none"> • Make a record about the styles and qualities in their pieces • Say what their work is influenced by • Include technical aspects in their work (eg architectural design) • Have knowledge of a wide range of artists and form their own opinions on their different styles
Artist/craft maker/designer to study	<ul style="list-style-type: none"> • Giacometti • Albrecht Durer • Henri Matisse
Artistic terms related to topic (Key vocabulary)	Related Vocabulary
Greater Depth:	<ul style="list-style-type: none"> • Demonstrate an understanding of the 'creative process' by managing their time effectively, practising skills and actively enquiring on how to make improvements • Work independently, confidently and take creative risks in their work • Explain their own style of art and identify a range of influences (eg mood, events, geography, nature, history)
Topic/Novel Link:	

Defined End Point
<ul style="list-style-type: none"> - 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...) - Develop their artistic pieces with increasing precision (effective experimentation in sketch books)