



Year 6 - Art

Create sketchbooks to record their observations and use them to review and revisit ideas.	Improve mastery of art & design techniques	Learn about and take inspiration from notable Artist/architects/designers
<p>S1 I can use my sketchbook as a working document which develops throughout a unit of work and inspires/informs my artwork.</p>	<p>T1 – Drawing / Painting</p> <ul style="list-style-type: none">• I can use both wet and dry media to make different marks, lines, patterns, textures and shapes.• I can express my ideas and observations and respond to advice from others to refine my artwork.• I can begin to use perspective in my drawing.• I am learning to make a distinction between a working sketch and a drawing. • I am developing accuracy and expression in my drawings. <ul style="list-style-type: none">• I can create large and small-scale work showing controlled techniques.• I can select and use appropriate materials and media for a purpose/effect.• I can select and work skilfully with a limited palette, making informed choices about the colours I use.	<p>A1 I can show the work of those studied was influential in both society and to other artists.</p>
<p>S2. I can use my sketchbook to explore and experiment with previously taught or new skills and techniques.</p>	<p>T2 – Sculpture</p> <ul style="list-style-type: none">• I know the difference between malleable and rigid materials.• I can plan, design, shape and form models from observation or imagination.• I can model over an armature such as rolled/scrunched newspaper paper, masking tape/parcel tape, with Papier Mache/Mod Roc to create a simple 3D object.• I can identify adaptations/improvements during the making process and know how my work could be developed further.	<p>A2 I can create original pieces that show a range of influences and styles from notable artists.</p>
<p>S3 I can comment on both my own and other artists' work/skills/techniques, explaining what I like and dislike and through exploration and experimentation begin to adapt skills/techniques/effects.</p>	<p>T3 - Collage</p> <ul style="list-style-type: none">• I can create textures (with intent) to combine visual and tactile qualities in my collage.• I can understand/ explain the definition of abstract art.• I can create abstract representations when creating collage.	<p>A3 I can confidently use a wide range of artistic vocabulary to describe my original pieces of art work.</p>



	<ul style="list-style-type: none"> • I can embellish a collaged surface using a variety of techniques, including drawing, painting and printing. 	
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Year 6 Topic Coverage

Autumn	Spring	Summer
Drawing/Painting	Sculpture	Collage
Subject Specific Vocabulary		
Create sketchbooks to record their observations and use them to review and revisit ideas.	Learn about and take inspiration from notable Artist/architects/designers	
Sketchbook, record, media, explore, experimentation, plan, collect, sources, notes, annotate, techniques, artist, architect, designers, refer, inspire, inform, reflect, retrieve, develop	Artist (Please refer to artist progression document) techniques, replicate, like, dislike, prefer, notable, artist, architect, designer, discuss, feel, inspiration, share, review, reflect, evaluate.	
Improve mastery of art & design techniques		



Drawing

Names of drawing media (both wet and dry), lines, patterns, textures, shapes, idea, observation, peer-assess, refine, perspective, working sketch, accuracy, expression.

Painting

Scale, large, small, names of painting media, purpose, effect, limited palette, informed choice.

Sculpture

Malleable, rigid, plan/design, shape, form, observation, imagination, armature, adapt/improve

Collage

Texture, visual, tactile, abstract art, embellish, drawing, painting, printing.

I will learn...

Create **sketchbooks** to record their observations and use them to review and revisit ideas.

Learn about and take inspiration from notable **Artist**/architects/designers



- That a sketchbook is a working document.
- That a sketch book develops throughout a unit of work.
- That a sketchbook does not have to be 'perfect'.
- That I can explore and experiment with new media/materials in my sketchbook.
- That I can develop and refine techniques to create a desired effect.
- That I can use a sketchbook to record media explorations and experimentations as well as planning and collecting source material for future works.
- How to refer to previous work in my sketchbook to inform current piece of work.
- How to annotate how a skill/technique/effect was created for future reference.
- How to make notes in a sketchbook about techniques used by artists.

- That a person that creates pieces of artwork is called an artist.
- That there are many different artists who use different techniques.
- The names of different artists that I have studied.
- How to observe and discuss real artwork.
- How to identify and discuss the possible inspiration behind the artist's work.
- How to identify the techniques that an artist has used to create a piece of artwork.
- How to use suitable vocabulary surrounding the elements of Art (the ones that are relevant to the piece we are studying).
- How to recreate the techniques shown in a piece of artwork of my own.

Improve mastery of art & design **techniques**



Drawing

- How to use both wet and dry media to create different marks, lines, patterns, textures and shapes.
- How to respond to advice from others to refine my artwork.
- That a working sketch is a draft/practise/exploration piece.
- That a drawing is final piece of artwork which will be presented/shared.
- How to confidently convey tone/texture using a range of drawing media.
- How to add fine detail and accurately add expression to drawings.

Painting

- How to use paint to create pieces of artwork on different scales, using the correct tools for accuracy or large-scale coverage.
- How to use the colour wheel to select colours which will create a desired effect.
- That artists use colours to convey meaning/emotions/mood and feelings.
- How to explore using colours to convey meaning/emotions/mood and feelings in my own work.
- How to use paint to create tactile and visual effects such as light and shadow/texture/tone.

Sculpture

- That malleable means that the material's shape can be manipulated and changed without it breaking/cracking.
- That rigid means that the material cannot be forced out of shape.
- How to design my own 3D sculpture and then use my plan to inform my creation.
- How to create an armature.
- How to use a chosen armature to create a strengthened sculpture.
- How to arrange the selected materials to ensure my artwork/model is fit for purpose.
- How to reflect on and evaluate my work with my peers.

Collage

- That the materials in a collage should overlap, there should be no gaps in my piece of artwork.
- How to select materials that will allow me to create textures that combine both visual and tactile qualities.
- That abstract Art is Artwork that does not represent an accurate picture of a visual reality.



- How to create abstract proportions and colour when collaging.
- How to embellish a collaged surface using drawing, painting or printing.
- How to reflect on and evaluate my work independently.