

Art Skills <i>Expected by End of Year 5</i>			
Develop ideas		To take inspiration from the greats (classic and modern)	
<ul style="list-style-type: none"> • Develop and imaginatively extend ideas from starting points throughout the curriculum. • Collect information, sketches and resources and present ideas imaginatively in a sketch book and refer to these when making choices about the style of art work being created • Use the qualities of materials to enhance ideas. 		<ul style="list-style-type: none"> • Give details (including own sketches) about the style of some notable artists, artisans and designers that they have chosen to refer to when creating art • Replicate some of the techniques used by notable artists, artisans and designers. • Create original pieces that are influenced by studies of others. 	
Painting		Drawing	
<ul style="list-style-type: none"> • Sketch (lightly) before painting to combine line and colour. • Use the qualities of watercolour and acrylic paints to create visually interesting pieces. • Combine media to create visual effects (use masking to block out areas when painting – or to create resists using wax) • paint from observation, a still life object, matching colours and textures using different techniques 		<ul style="list-style-type: none"> • Use a variety of techniques to add interesting effects (e.g. reflections, shadows, direction of sunlight). • When creating an observational drawing – be creative about the style in which it is drawn (pop art/ repeating pattern/ negative space... selecting method from those studied earlier in the school) • Pupils should be able to choose from a range of different dry media to create their own art and should be allowed to create art work on different scales • Sketch hands, adding in details such as shadows and textures 	
Below Expectation	Above Expectation	Below Expectation	Above Expectation
Collage		Printing	
<ul style="list-style-type: none"> • Mix textures (rough and smooth) • Use a range of collected plain and patterned materials to create reliefs • Combine collage with paint or fabric techniques to generate mixed media art work 		<ul style="list-style-type: none"> • Build up layers of colours. • Prepare own tiles for printing and make more than one tile to create layers (polystyrene) • Create an accurate pattern, showing fine detail. • Use a range of visual elements to reflect the purpose of the work. 	
Below Expectation	Above Expectation	Below Expectation	Above Expectation

Sculpture		Digital Art	
<ul style="list-style-type: none">• Show precision in techniques.• Choose from a range of sculpting techniques to generate pieces on a large scale (may work with others)• Combine previously learned techniques to create pieces in response to a chosen stimulus or artist• Use clay in interesting ways to respond to a given stimulus – pupils to make use of techniques developed in previous years		<ul style="list-style-type: none">• Use graphic skills to generate images that can be layered up to develop art work.• Use coding to control the motion of images to create a cartoon strip of own design or use green screen techniques to layer images	
Below Expectation	Above Expectation	Below Expectation	Above Expectation
Vocabulary Notes to be recorded in sketchbook by pupils – vocabulary list may be provided as necessary		Artists At least one classical, modern (since 1940s)and contemporary to be looked at in more detail (please include a brief piece of information about at least three of these artists in sketchbooks for pupils to refer back to in future)	
Artist inspiration : line shape colour space form portrait self-portrait cityscape landscape prefer like dislike pop art classical modern contemporary abstract art Drawing: chalk pencil pen pastel wax pastel charcoal Modroc ink fabric paint/pens controlled free careful line dot shape mark blend colour pattern texture space observe discuss compare shadow element object negative space Painting: weight illustrate represent compose quality of mark composition Printing: print press / pressure rub texture test reflect image texture repeat pattern tile print Sculpture: model scale form construct tool element cutaway combine 3D roll cut form press join squash squeeze rub connect slip coil pinch Digital media: shape line colour combine stamp (using a selected image)		Artist	Genre <