

## Key Stage 2 YEAR 6 ART AND DESIGN

National Curriculum KS2 Programme of Study	Chris Quigley Essential Skills Milestone 3	
	<b><u>Overarching Objective</u></b> <b>3. To take inspiration from the greats (classic and modern)</b> <ul style="list-style-type: none"> <li>• Give details (<i>including own sketches</i>) about the style of some notable artists, artisans and designers.</li> <li>• Show how the work of those studied was influential in both society and to other artists.</li> <li>• Create original pieces that show a range of influences and styles.</li> </ul>	
<p>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.</p> <p>Pupils should be taught:</p> <ul style="list-style-type: none"> <li>• to create sketch books to record their observations and use them to review and revisit ideas</li> <li>• 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]</li> <li>• about great artists, architects and designers in history.</li> </ul>	<b>1. To develop ideas</b>	<ul style="list-style-type: none"> <li>• Develop + imaginatively extend ideas from starting points throughout the curriculum.</li> <li>• Collect information, sketches and resources and present ideas imaginatively in sketch bk.</li> <li>• Use the qualities of materials to enhance ideas.</li> <li>• Spot the potential in unexpected results as work progresses.</li> <li>• Comment on artworks with a fluent grasp of visual language.</li> </ul>
	<b>2. To master techniques: <u>Painting</u></b>	<ul style="list-style-type: none"> <li>• Sketch (lightly) before painting to combine line and colour.</li> <li>• Create a colour palette based upon colours observed in the natural or built world.</li> <li>• Use the qualities of watercolour and acrylic paints to create visually interesting pieces.</li> <li>• Combine colours, tones and tints to enhance the mood of a piece.</li> <li>• Use brush techniques and the qualities of paint to create texture.</li> <li>• Develop a personal style of painting, drawing on ideas from other artists.</li> </ul>

	<p><b>2. To master techniques:</b> <b><u>Sculpture</u></b></p>	<ul style="list-style-type: none"> <li>• Show life-like qualities and real-life proportions or, if more abstract, provoke different interpretations.</li> <li>• Use tools to carve and add shapes, texture and pattern.</li> <li>• Combine visual and tactile qualities.</li> <li>• Use frameworks (<i>such as wire or moulds</i>) to provide stability and form</li> </ul>
	<p><b>2. To master techniques:</b> <b><u>Print</u></b></p>	<ul style="list-style-type: none"> <li>• Build up layers of colours.</li> <li>• Create an accurate pattern, showing fine detail.</li> <li>• Use a range of visual elements to reflect the purpose of the work</li> </ul>
	<p><b>2. To master techniques:</b> <b><u>Digital Media</u></b></p>	<ul style="list-style-type: none"> <li>• Enhance digital media by editing (<i>including sound, video, animation, still images and installations</i>).</li> </ul>