




Year 5 Art and Design Curriculum Progression			
	Autumn	Spring	Summer
Topic	<p>Colour WW2 -Create a piece in the style of an artist</p> 	<p>Collage Vikings- Creating a Viking shield</p> 	<p>Colour / Mark Making Pointillism</p> 
Artist studied	Henry Moore	Viking shield designs	George Seurat
Prior knowledge	WW2 has been covered in topic work. Children will have experimented with shades and tones of colour.	Vikings will be covered in topic lessons. Children will be able to research and find digital images. Collage will have been covered on a range of scales using some media. Some experimentation with shades of pencils including more detail.	Children will have studied a range of artists. Children will have used different sized brushes and experimented with the marks they make.
Prior skills	<p>Colour Working with colour Mix and match colours (create palettes to match images) Lighten and darken tones using black and white Begin to experiment with colour to create more abstract colour palettes (e.g. blues for leaves) Experiment with inks, exploring intensity of colour to develop shades Explore complementary and opposing colours in creating patterns</p>	<p>Drawing/Mark making Use sketchbooks to record drawings from observation Experiment with different tones using graded pencils Include increased detail within work Draw using a variety of tools and surfaces (paint, chalk, pastel, pen and ink) Develop shadows Use of tracing</p> <p>Digital Media Explore ideas using digital sources i.e. internet, iPads Record, collect and store visual information digitally</p> <p>Collage Create a collage using fabric as a base Develop individual and group collages, working on a range of scales Use a range of stimulus for collage work, trying to think of more abstract ways of showing views</p>	<p>Mark making Draw using a variety of tools and surfaces (paint, chalk, pastel, pen and ink) Use a variety of brushes and experiment with ways of marking with them</p> <p>Colour Working with colour Mix and match colours (create palettes to match images) Lighten and darken tones using black and white Begin to experiment with colour to create more abstract colour palettes (e.g. blues for leaves) Experiment with inks, exploring intensity of colour to develop shades Explore complementary and opposing colours in creating patterns</p>
	<p>Creating Ideas Select and use relevant resources and references to develop their ideas. Use sketchbooks, and drawing, purposefully to improve understanding, inform ideas and plan for an outcome. (for instance, sketchbooks will show several different versions of an idea and how research has led to improvements in their proposed outcome.)</p> <p>Exploring and Evaluating Ideas Regularly reflect upon their own work, and use comparisons with the work of others (pupils and artists) to identify how to improve.</p> <p>Knowledge and Understanding Know about and describe some of the key ideas, techniques and working practices of a variety of artists, craftspeople, architects and designers that they have studied. Know about, and be able to demonstrate, how tools they have chosen to work with, should be used effectively and with safety</p>		
Vocabulary	Delicate Simple Bold Thick Subtle Contrasting Rough Henry Moore Evaluate Analyse Composition Scale Blending Fine Smooth Vibrant Dull Mixed media Abstract Perspective Observations Shading Blending Proportion Sketching Brush strokes	Delicate Simple Bold Thick Subtle Contrasting Rough Evaluate Analyse Composition Scale Fine Smooth Abstract Perspective Observations Shading Blending Proportion Sketching Tone Cross hatching Layers Media	Georges Seurat Pointillism Technique Bright Sharp Vibrant Fine Rough Texture Complementary Portrait Hue Landscape Primary Colours Evaluate Analyse Gradual Atmosphere Light effects Shadows Composition Scale Proportion Palette Medium
Statutory requirements	<ul style="list-style-type: none"> to create sketch books to record their observations and use them to review and revisit ideas. to improve their mastery of art and design techniques, including drawing. about great designers in history. 	<ul style="list-style-type: none"> to create sketch books to record their observations and use them to review and revisit ideas. to improve their mastery of art and design techniques, including drawing, with a range of materials [for example, pencil, charcoal, oil pastels, wax crayons and water colour and other paint]. about great artists. 	<ul style="list-style-type: none"> to create sketch books to record their observations and use them to review and revisit ideas. to improve their mastery of art and design techniques, including drawing, painting and with a range of materials [for example, pencil, charcoal, paint, clay]. about great artists, architects and designers in history.

Skills covered	<p>Drawing/ Mark making Develop first hand observations using different viewpoints, developing more abstract representations Introduce perspective, fore/back and middle ground Begin to investigate proportions Experiment using a range of mediums on a range of backgrounds</p> <p>Colour Develop watercolour techniques Explore using limited colour palettes Experiment with colour in creating an effect Mark make with paint (dashes, blocks of colour, strokes, points)</p>	<p>Drawing Use first hand observations using different viewpoints</p> <p>Digital Media Explore ideas using digital sources i.e. internet, ipads Record, collect and store visual information digitally</p> <p>Collage Build a collage element into the sculptural process Plan a sculpture through drawing and other preparatory work. Use a range of media to create collage.</p>	<p>Mark Making Show total qualities using cross hatching, pointillism, sidestrokes, use of rubber to draw/highlight</p> <p>Colour Build on previous work with colour by exploring intensity Experiment with colour in creating an effect Explore using limited colour palettes Develop fine brush strokes</p>
	<p>Creating ideas Engage in open ended research and exploration in the process of initiating and developing their own personal ideas Confidently use sketchbooks for a variety of purposes including: recording observations; developing ideas; testing materials; planning and recording information.</p> <p>Evaluating & Exploring Ideas Regularly analyse and reflect on their progress taking account of what they hoped to achieve.</p> <p>Knowledge and Understanding Research and discuss the ideas and approaches of a various artists, craftspeople, designers and architects, taking account of their particular cultural context and intentions. Know how to describe the processes they are using and how they hope to achieve high quality outcomes</p>		
Key performance indicators	<p>I can use different techniques to recreate Henry Moore's work.</p> <p>I can explain that the work of Henry Moore was influenced by the events of WW2.</p> <p>I can paint using limited colour palettes</p>	<p>I can use digital media to research and gather ideas for my own work.</p> <p>I can use different grades of pencil to create shading and toning.</p> <p>I can explore a range of material to create a collage.</p>	<p>I can use the work of George Seurat to replicate and create my own art work. I can talk about 'pointillism'.</p> <p>I can gradually build up a picture focusing on creating light and shade by varying the number of dots and using complementary and contrasting colours.</p>