



## End of Year Expectations

### Art and Design Y5

#### National Curriculum Objectives

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
- 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 sculpture with a range of materials
- about great artists, architects and designers in history

#### Clay

Look at the work of other artists to generate ideas

Add colour to tiles using paint and PVA mixed together

Begin to sculpt clay into other shapes

#### Textiles

Work back into work with mixed media

Use textile and sewing skills as part of a project experiments with different stitches: running stitch, cross stitch, back stitch etc.

#### Drawing

Use new media such as pen and ink

Make a collection of drawings around a theme

Use hard and soft lines to show the detail in the distance and the foreground

Prepare a drawing surface to create a wax crayon image (e.g. colour a solid area, apply a top layer of black paint mixed with washing up liquid, drawing by scraping into the surface)

Draw with pastel and charcoal

Draw simple objects including texture

Shade to show mood and feeling

Organise line, tone, shape and colour to represent figures and forms in movement

#### Painting

Use layers of paint to add detail to background colours

Create mixed media work – work back into paintings

Create different skin tones

Create mood and feelings in their paintings

Express their own emotions accurately through their painting

#### Collage

Use mosaic techniques to produce a piece of art

Combine visual and tactile qualities

#### IT

Make animations using Powerpoint and Zanimate

Use ICT to create work that includes the integration of digital images

Combine graphics, text and sound based on their research to communicate meaning

Scan images and take digital photos

Use software to develop, alter and adapt images and videos into their work

#### 3D

Make small prototype sculptures and display in front of a photograph of a particular location

Work as part of a group to create large sculptures

Experiment and combine materials and process to design and make 3D art

#### Printing

Print using a number of colours and on to different media

Work back into prints with stitching, collage, drawing etc.

#### Art History Knowledge

Use research and knowledge on different artist styles to experiment in their own work. Learn about the work of others by looking at books, the internet and galleries. Use observational skills to replicate artists work. Explore the impact of well-known artists' work on the society at the time.