

St Johns Meads Art and Design Scheme of Work: Upper Key Stage Two		Year 5	Year 6
To develop ideas	Select and record from first hand observation, experience and imagination, and explore ideas for different purposes.		
	Question and make thoughtful observations about starting points and select ideas to use in their work.		
	Use sketchbooks to collect and record visual		
Drawing	Work from a variety of sources including observation, photograph and digital images textures and shapes		
	Work in a sustained and independent way to create a detailed drawing		
	Use a range of media to make different marks, lines, patterns,		
	Use different techniques for different purposes i.e. shading, hatching within their own work		
	To be able to demonstrate the illusion of depth using different tones, white and black with charcoal, pastel.		
	Begin to use simple perspective in their work using a single focal point and horizon		
	Begin to develop an awareness of composition, scale and proportion in their paintings e.g. foreground, middle ground and background		
	To use viewing frames to focus on detail and to have a basic understanding of perspective e. g the relative size of objects in pictures.		
	Use lines to represent movement.		
Painting	Sketch (lightly) before painting to combine line and colour		
	Be able to identify primary, secondary, complementary and contrasting colours		
	Create imaginative work from a variety of sources e.g. observational drawing, themes, poetry, music		
	Create a colour palette based upon colours observed in the natural or built world		
	Use the qualities of watercolour and acrylic paints to create visually interesting pieces		
	Combine colours, tones and tints to enhance the mood of a piece		
	Use brush techniques and the qualities of paint to create texture		

	Develop a personal style of painting, drawing upon ideas from other artists.		
Collage	Add collage to a painted, printed or drawn background		
	Use a range of media to create collages		
	Mix textures (rough and smooth, plain and patterned).		
	Use different techniques, colours and textures when designing and making pieces of work		
	To explore how to layer materials and to create different effect.		
	How to create tone by layering and cut with accuracy.		
Sculpture	Shape, form, model and construct from observation or imagination		
	Plan a sculpture through drawing		
	Develop skills in using clay		
	Produce intricate patterns and textures in a malleable media		
	Use tools to carve and add shapes, texture and pattern.		
	Use frameworks such as wire or moulds to provide stability and form.		
	To create papier-mâché sculptures.		
	To embellish with paint and paper and other materials.		
Printing	Create printing blocks		
	Use a relief or impressed method		
	Create prints with three overlays		
	Work into prints with a range of media e.g. pens, colour pens and paints		

	Build up layers of colours		
	Create an accurate pattern, showing fine detail		
Textiles	Choose from a range of stitching techniques.		
	Use different grades of thread and needles		
	Show precision in techniques.		
	Experiment with batik technique		
	Experiment with a range of media to overlay and layer creating interesting colours and textures and effects		
	Use fabrics to create 3D structures		
Food	Understand the importance of correct storage and handling of ingredients		
	Measure accurately and calculate ratios of ingredients to scale up or down from a recipe		
	Demonstrate a range of cooking and baking techniques		
	Create recipes including healthy ingredients, methods and cooking times		
	Understand how a variety of ingredients are grown, caught, processed		
Resistant Materials (Construction, Mechanics, Electronics)	Develop a range of practical skills to create products (cutting, drilling, screwing, nailing, gluing, sanding)		
	Use cams in product design and construction		
	Create circuits using electronics that have a number of components (LED's, resistors)		
Digital Media / Graphics	Record, collect and store visual information using digital cameras and video recorders		
	Use a graphics package to create and manipulate new images		
	Be able to import an image (scanned, retrieved, taken) into a graphics package		

	Understand that a digital image is created by layering		
	Create layered images from original ideas (sketch books etc)		
	Enhance digital media by editing (including sound, video, animation, still images and installations).		
Famous Artists	Explore the roles and purposes of artists, craftspeople and designers working in different times and cultures.		
	Give details (including own sketches) about the style of some notable artists, artisans and designers.		
	Show how the work of those studied was influential in both society and to other artists		
	Create original pieces that show a range of influences and styles		
Evaluating	Compare ideas, methods and approaches in their own and others' work and say what they think and feel about them.		
	Adapt their work according to their views and describe how they might develop it further.		
	Annotate work in sketchbook in depth		