

Drawing

- Observe and use a variety of techniques to show the effect of light on objects and people e.g. use rubbers to lighten, use pencil to show tone, use tones of the same colour.
- Look at the effect of light on an object from different directions.
- Use a variety of techniques to interpret the texture of a surface e.g. mark making, different textured paint.
- Produce increasingly accurate drawings of people.
- Produce increasingly detailed preparatory sketches for painting and other work.
- Introduce the concept of perspective.
- Work on a variety of scales and collaboratively.
- Independently selects materials and techniques to use to create a specific outcome.

Printing

- Build up drawings and images of whole or parts of items using various techniques, e.g. card, relief.
- Recreate a scene remembered, observed or imagined, through collage printing.
- Screen printing.
- Explore printing techniques used by various artists.



End of Year Expectations Art and Design Year 6

Form

- Make imaginative use of the knowledge they have acquired of tools, techniques and materials to express own ideas and feelings.

Colour

- Controlling and experimenting particular qualities of tone, shades, hue and mood.
- Explore the use of texture in colour (link to texture unit) with sawdust, glue, shavings, sand and on different surfaces.
- Considering colour for purposes.
- Use colour to express moods and feelings.
- Explore the texture of paint – very wet and thin or thick and heavy – add PVA to the paint.
- Encourage individual identification of suitable equipment for a particular purpose e.g. size of paintbrush or paper needed.
- Consider artists use of colour and application of it (Pollock, Monet, Chagall).

Texture

- Develop experience in embellishing, pooling together experiences in texture to complete a piece – applique, drawing, sticking, cutting, paint, weaving, layering etc.
- Apply knowledge of different techniques to express feelings.
- Use found and constructed materials.
- Work collaboratively on a larger scale.

Pattern

- Organise own patterns.
- Use shape to create patterns.
- Create own abstract pattern.
- Patterns reflect personal experiences and expression.
- Create pattern for purposes e.g. wallpaper, clothes, puppets, boxes, folders, book covers etc.
- Look at various artists creation of pattern and discuss effect, ie. Morris, Sol Lewitt, Matisse (pattern within pattern) Bridget Riley, Miro.
- Discuss own and artists work, drawing comparisons and reflecting on their own creations.