

Excalibur Art Curriculum

Year 6

Art Intent

Our Art curriculum at Excalibur has been designed, in line with 'Development Matters in the EYFS' guidance and the national curriculum to bring engagement, fun and enthusiasm to learning so that our children develop independent curiosity, acquire a lifelong appetite for learning and become well-rounded individuals who achieve their full potential, both personally and academically. It will stimulate creativity, imagination and individuality. We allow our children in KS1 and 2 to study areas of art in extensive detail so they can develop knowledge, understanding and skills to confidently investigate, create and evaluate their own works of art.

Art Implementation Year 6		
Skills	Key Learning	Composite Tasks
<p><u>Generating Ideas</u></p> <ul style="list-style-type: none"> • Draw upon their experience of creative work and their research to develop their own starting points for creative outcomes. <p><u>Sketch Books</u></p> <ul style="list-style-type: none"> • Using a systematic and independent approach, research, test and develop ideas and plans using sketchbooks. <p><u>Making Skills</u></p> <ul style="list-style-type: none"> • Draw expressively in their own personal style and in response to their choice of stimulus, showing the ability to develop a drawing independently. 	<p><u>Drawing – Make My Voice Heard</u></p> <ul style="list-style-type: none"> • Explore expressive drawing techniques • Consider how symbolism in art can convey meaning • Apply understanding of the drawing technique chiaroscuro • Evaluate the context and intention of street art <p>Focus artist – Diego Rivera</p> <p><u>Painting and mixed media – Artists Study</u></p> <ul style="list-style-type: none"> • Understand how to analyse a famous painting. • Understand how to find meaning in painting. • Apply drama techniques to explore the meaning of a painting. 	<p><u>Drawing – Make My Voice Heard</u></p> <p>Apply an understanding of impact and effect to create a powerful image</p> <p><u>Painting and mixed media – Artists Study</u></p> <p>Create a painting of their choice, demonstrating an understanding of different painting techniques.</p>

<ul style="list-style-type: none"> • Apply new drawing techniques to improve their mastery of materials and techniques. • Push the boundaries of mark-making to explore new surfaces, e.g. drawing on clay, layering media and incorporating digital drawing techniques. • Manipulate paint and painting techniques to suit a purpose, making choices based on their experiences. • Work in a sustained way over several sessions to complete artists' work. • Consider materials, scale and techniques when creating collage and other mixed media pieces. Create collage response to a stimulus and work collaboratively on a larger scale. • Uses personal plans and ideas to design and construct more complex sculptures and 3D forms. • Combine materials and techniques appropriately to fit with ideas. • Confidently problem-solve, edit and refine to create desired effects and end results. • Develop personal, imaginative responses to a design brief, using sketchbooks and independent research. • Justify choices made during a design process, explaining how the work of creative practitioners have influence their final outcome. <p><u>Knowledge of Artists</u></p> <ul style="list-style-type: none"> • Describe, interpret and evaluate the work, ideas and processes used by artists across a variety of disciplines, being able to describe how the cultural and historical context may have influenced their creative work. 	<ul style="list-style-type: none"> • Apply interpretation skills to analyse and respond to an abstract painting. • Understand how art can tell stories or portray messages. • Develop starting points for creative outcomes. • Focus artists –David Hockney and John Singer Sargent <p><u>Sculpture and 3D – Making Memories</u></p> <ul style="list-style-type: none"> • Analyse how art can explore the concept of self • Explore sculptural techniques. • Use creative experience to develop ideas and plan sculpture. • Problem solve, evaluate and refine artwork to achieve a chosen outcome. <p>Focus artists – Louise Nevelson</p> <p><u>Craft and Design – Photo Opportunity</u></p> <ul style="list-style-type: none"> • Apply an understanding of composition to create an effective photomontage advertising poster • Apply understanding of abstract art through photography • Demonstrate an understanding of design choices made for effect using digital photography techniques • Apply an understanding of photography to design and recreate a famous painting • Demonstrate observation and proportion to create art in a photorealistic style <p>Focus artist – Edvard Munch</p>	<p>.</p> <p><u>Sculpture and 3D – Making Memories</u></p> <p>Apply an understanding of materials and techniques to work in 3D to create a memory sculpture.</p> <p><u>Craft and Design – Photo Opportunity</u></p> <p>Demonstrate an understanding of photography and design choices to create a variety of photographic projects including:</p> <ul style="list-style-type: none"> - macro photography of fruit - digital art album cover - recreating a famous painting
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<p><u>Evaluate and Analyse</u></p> <ul style="list-style-type: none"> • Give reasoned evaluations of their own and others work which takes account of context and intention. • Independently use their knowledge of tools, materials and processes to try alternative solutions and make improvements to their work. 		
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Art Vocabulary Year 6

Drawing	Painting and Mixed Media	Sculpture and 3D	Craft and Design
aesthetic audience character traits chiaroscuro commissioned composition expressive graffiti guerilla imagery impact interpretation mark making Maya/Mayan mural representative	abstract analyse artist compose/compositions convey evaluation inference interpret justify meaning medium mixed media narrative respond tableau technique	assemblage attribute collection composition embedded expression identity juxtaposition literal manipulate originality pitfall relief representation sculpture self symbolic	album arrangement cityscape composition Dada digital editing emulate focus frame grid image layout macro monochromatic/monochrome photography photomontage

street art symbol/symbolic technique tone/tonal	thought-provoking translate	tradition	photorealism/photorealistic portrait pose prop proportion recreate replacement saturation software
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Formal Elements	
Colour	Know that a 'monochromatic' artwork uses tints and shades of just one colour. Know that colours can be symbolic and have meanings that vary according to your culture or background, e.g. red for danger or celebration
Form	Know that the surface textures created by different materials can help suggest form in two-dimensional art work.
Shape	Know how an understanding of shape and space can support creating effective composition.
Line	Know how line is used beyond drawing and can be applied to other art forms.
Pattern	Know that pattern can be created in many different ways, e.g. in the rhythm of brushstrokes in a painting (like the work of van Gogh) or in repeated shapes within a composition.
Texture	Know that applying thick layers of paint to a surface is called impasto, and is used by artists such as Claude Monet to describe texture.
Tone	Know that chiaroscuro means 'light and dark' and is a term used to describe high-contrast images.