



<p>develop drawn ideas as part of an exploratory journey.</p> <ul style="list-style-type: none"> <li>• Apply known techniques with a range of media, selecting these independently, in response to a stimulus.</li> <li>• Draw in a more sustained way, revisiting a drawing over time and applying their understanding of tone, texture, line, colour and form.</li> <li>• Apply paint with control in different ways to achieve different effects, experimenting with techniques used by other artists and applying ideas to their own artworks e.g. making choices about painting surfaces or mixing paint with other materials.</li> <li>• Develop a painting from a drawing or other initial stimulus.</li> <li>• Add collage to a painted, printed or drawn background for effect.</li> <li>• Explore how collage can extend original ideas.</li> <li>• Combine digital effects with other media.</li> <li>• Investigate scale when creating forms in three dimensions.</li> <li>• Explore a greater range of materials to create 3D forms e.g. wire and found materials</li> <li>• Plan a sculpture, developing an idea in 2D into a three-dimensional piece.</li> <li>• Persevere when constructions are challenging and work to problem solve more independently.</li> <li>• Design and make art for different purposes and begin to consider how this works in creative industries e.g. in architecture, magazines, logos, digital media and interior design.</li> <li>• Extend ideas for designs through sketchbook use and</li> </ul>	<ul style="list-style-type: none"> <li>• Combine materials for effect</li> <li>• Combine materials for effect</li> <li>• Identify the features of self-portraits</li> <li>• Develop ideas towards an outcome by experimenting with materials and techniques</li> </ul> <p>Focus artist –Chila Kumari Singh Burman</p> <p><u>Sculpture and 3D – Interactive Installation</u></p> <ul style="list-style-type: none"> <li>• Identify and compare features of art installations.</li> <li>• Investigate the effect of space and scale when creating 3D art.</li> <li>• Problem-solve when constructing 3D artworks.</li> </ul> <p>Focus artist – Guo Qiang</p> <p><u>Craft and Design – Architecture</u></p> <ul style="list-style-type: none"> <li>• Apply observational drawing skills to interpret forms accurately.</li> <li>• Apply composition skills to develop a drawing into print</li> <li>• Apply an understanding of architecture to design a building</li> <li>• Extend design ideas through research and sketchbook use</li> <li>• Explore and evaluate the intention of a design</li> </ul> <p>Focus artist – Hundertwasser</p>	<p><u>Sculpture and 3D – Interactive Installation</u></p> <p>Apply their knowledge of installation art and develop ideas into a finished piece the communicates an idea</p> <p><u>Craft and Design – Architecture</u></p> <p>Design a commemorative monument</p>
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<p>research, justifying choices made through the design process.</p> <p><b><u>Knowledge of Artists</u></b></p> <ul style="list-style-type: none"> <li>• Research and discuss the ideas and approaches of artists across a variety of disciplines, being able to describe how the cultural and historical context may have influenced their creative work.</li> </ul> <p><b><u>Evaluate and Analyse</u></b></p> <ul style="list-style-type: none"> <li>• Discuss the processes used by themselves and by other artists, and describe the particular outcome achieved.</li> <li>• Use their knowledge of tools, materials and processes to try alternative solutions and make improvements to their work.</li> </ul>		
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## Art Vocabulary Year 5

<b>Craft and Design</b>	<b>Painting and Mixed Media</b>	<b>Sculpture and 3D</b>	<b>Drawing</b>
<p>abstract</p> <p>annotate</p> <p>architect/architectural/architecture</p> <p>birds eye view</p> <p>built environment</p> <p>commemorate</p> <p>composition</p> <p>crop</p> <p>design/design brief</p> <p>design intention</p> <p>elevation</p> <p>evaluate</p>	<p>art</p> <p>medium</p> <p>atmosphere</p> <p>background</p> <p>carbon paper</p> <p>collage</p> <p>composition</p> <p>continuous line</p> <p>drawing</p> <p>evaluate</p> <p>justify</p> <p>mixed media</p>	<p>analyse</p> <p>art</p> <p>medium</p> <p>atmosphere</p> <p>concept</p> <p>culture</p> <p>display</p> <p>elements</p> <p>evaluate</p> <p>experience</p> <p>features</p> <p>influence</p>	<p>cold war</p> <p>collagraph/collagraphy</p> <p>composition</p> <p>culture</p> <p>decision</p> <p>develop</p> <p>evaluate</p> <p>futuristic</p> <p>imagery</p> <p>printing plate</p> <p>printmaking process</p> <p>propaganda</p>

external form futuristic individuality interpret legacy literal monoprint monument observational drawing organic perspective pressure	monoprint multi media paint wash portrait printmaking represent research self-portrait texture transfer	installation art interact/interactive location mixed media performance art props revolution scale/scaled down special effects stencil three dimensional	purpose repetition Retrofuturism revisit space race stimulus technique
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### Formal Elements

<b>Colour</b>	Know that artists use colour to create an atmosphere or to represent feelings in an artwork, for example by using warm or cool colours.
<b>Form</b>	Know that an art installation is often a room or environment in which the viewer 'experiences' the art all around them. Know that the size and scale of three-dimensional art work changes the effect of the piece.
<b>Shape</b>	Know that a silhouette is a shape filled with a solid flat colour that represents an object.
<b>Line</b>	Know that lines can be used by artists to control what the viewer looks at within a composition, e.g. by using diagonal lines to draw your eye into the centre of a drawing.
<b>Pattern</b>	Know that artists create pattern to add expressive detail to art works, for example Chila Kumari Singh Burman using small everyday objects to add detail to sculptures.
<b>Texture</b>	Know how to create texture on different materials.
<b>Tone</b>	Know that tone can help show the foreground and background in an artwork.