

Y5 – Art Overview



Topic	Drawing I need space	Sculpture and 3D Interactive Installation	Craft and Design Architecture
Linked Books	The Crayon Man: The true story of the invention Crayola Crayons by Natascha Biebow Draw Every Day, Draw Every Way (Guided Sketchbook): Sketch, Paint, and Doodle Through One Creative Year by Jennifer Lewis 365 Days of Creativity: Inspire your imagination with art every day (Adult Art Activity and Colouring Book) (365 Days of Art) by Lorna Scobie A Child's Introduction to Art: The World's Greatest Paintings and Sculptures by Heather Alexander Ed Emberley's Drawing Book: Make a World by Ed Emberley		
Prior learning	Drawing Growing artists	Sculpture and 3D Mega materials	Craft and Design Fabric of nature
Artist	Teis Albers Karen Rose	Cai Guo-Qiang	Zaha Hadid Friedensreich Hundertwasser
Substantive knowledge	<p>Shape Shapes can be used to place the key elements in a composition.</p> <p>Line Lines can be used by artists to control what the viewer looks at within a composition, eg by using diagonal lines to draw your eye into the centre of a drawing.</p> <p>Texture How to create texture on different materials.</p>	<p>Form An art installation is often a room or environment in which the viewer ‘experiences’ the art all around them.</p> <p>Form The size and scale of three-dimensional artwork change the effect of the piece.</p> <p>Making skills How to make an explosion drawing in the style of Cai Guo-Qiang, exploring the effect of different materials. How to try out ideas on a small scale to assess their effect. How to use everyday objects to form a sculpture.</p>	<p>Shape Shapes can be used to place the key elements in a composition.</p> <p>Line Lines can be used by artists to control what the viewer looks at within a composition, eg by using diagonal lines to draw your eye into the centre of a drawing.</p> <p>Making skills To know the steps to make a monoprint when a roller is sufficiently inked. How to make an observational drawing of a house. How to use shapes and measuring as methods to draw accurate proportions.</p>

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<p>Making skills To know what print effects different materials make. How to analyse an image that considers impact, audience and purpose. How to draw the same image in different ways with different materials and techniques. How to make a collagraph plate. How to make a collagraph print. How to develop drawn ideas for a print. How to combine techniques to create a final composition. How to decide what materials and tools to use based on experience and knowledge.</p> <p>Knowledge of artist Artists are influenced by what is going on around them; for example, culture, politics and technology. Artists ‘borrow’ ideas and imagery from other times and cultures to create new artworks. Artists can choose their medium to create a particular effect on the viewer. Artists can combine materials; for example, digital imagery, with paint or print.</p>	<p>How to transform and manipulate ordinary objects into sculpture by wrapping, colouring, covering and joining them. How to try out ideas for making a sculpture interactive. How to plan an installation proposal, making choices about light, sound and display.</p> <p>Knowledge of artists Artists are influenced by what is going on around them; for example, culture, politics and technology. How an artwork is interpreted will depend on the life experiences of the person looking at it. Artists create works that make us question our beliefs. Art can be interactive; the viewer becomes part of it, experiencing the artwork with more than one of the senses.</p> <p>Evaluating and analysing Sometimes people disagree about whether something can be called ‘art’. Art doesn’t always last for a long time; it can be temporary. People make art to express emotion. People make art to encourage others to question their ideas or beliefs. People can explore and discuss art in different ways, for example, by visiting galleries, discussing it, writing about it, using it as inspiration for their own work or by sharing ideas online.</p>	<p>How to select a small section of a drawing to use as a print design. How to develop drawings further to use as a design for print. How to design a building that fits a specific brief. How to draw an idea in the style of an architect that is annotated to explain key features. How to draw from different views, such as a front or side elevation. How to use sketchbooks to research and present information about an artist. How to interpret an idea in into a design for a structure.</p>
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	<p>Evaluating and analysing People make art to fit in with popular ideas or fashions. People can explore and discuss art in different ways, for example, by visiting galleries, discussing it, writing about it, using it as inspiration for their own work or sharing ideas online. Talking about plans for artwork, or evaluating finished work, can help improve what artists create.</p>	<p>Some artists become well-known or famous, and people tend to talk more about their work because it is familiar. Talking about plans for artwork, or evaluating finished work, can help improve what artists create. Comparing artworks can help people understand them better.</p>	
<p>Skills</p>	<p>Generating ideas Develop ideas more independently from their own research. Explore and record their plans, ideas and evaluations to develop their ideas towards an outcome.</p> <p>Using sketchbooks Confidently use sketchbooks for purposes including recording observations and research, testing materials and working towards an outcome more independently.</p> <p>Making skills Work with a range of media with control in different ways to achieve different effects, including experimenting with the techniques used by other artists.</p>	<p>Generating ideas Develop ideas more independently from their own research. Explore and record their plans, ideas and evaluations to develop their ideas towards an outcome.</p> <p>Using sketchbooks Confidently use sketchbooks for purposes including recording observations and research, testing materials and working towards an outcome more independently.</p> <p>Making skills Work with a range of media with control in different ways to achieve different effects, including experimenting with the techniques used by other artists.</p>	<p>Generating ideas Develop ideas more independently from their own research. Explore and record their plans, ideas and evaluations to develop their ideas towards an outcome.</p> <p>Using sketchbooks Confidently use sketchbooks for purposes including recording observations and research, testing materials and working towards an outcome more independently.</p> <p>Making skills Work with a range of media with control in different ways to achieve different effects, including experimenting with the techniques used by other artists. Create in a more sustained way, revisiting</p>

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	<p>Combine a wider range of media, e.g. photography and digital art effects. Create in a more sustained way, revisiting artwork over time and applying their understanding of tone, texture, line, colour and form.</p>		<p>artwork over time and applying their understanding of tone, texture, line, colour and form.</p>
<p>Vocabulary</p>	<p>collagraph collagraphy composition culture decision develop evaluate futuristic imagery printing plate printmaking process propaganda purpose repetition Retrofuturism revisit space race stimulus technique Unit resources</p>	<p>analyse art medium atmosphere concept culture display elements evaluate features influence installation art interact interactive location mixed media performance art props revolution scale scaled down special effects stencil three dimensional</p>	<p>abstract annotate architect architectural architecture birds eye view built environment commemorate composition crop design design brief design intention elevation evaluate external form futuristic individuality interpret legacy literal monoprint</p> <p>Monument observational drawing organic perspective pressure proportion style symbolism viewfinder Unit resources</p>