



### Art Skills and Knowledge

Expected by the End of Year 5

<b>Developing ideas</b>	<b>To take inspiration from the greats (classic and modern)</b>
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 Annotate work in sketchbooks with greater understanding of how this process helps to develop ideas.	Explore the roles and purposes of artists, craftspeople and designers working in different times and cultures Know how art and design reflect culture and some ways in which they are able to influence it 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 know how they might develop it further
<b>Painting</b>	<b>Drawing</b>
Develop a painting from a drawing - try out different media / mix colours Create imaginative work from a variety of sources e.g. themes, poetry, music Know how to identify primary, secondary, complementary and contrasting colours Work with complementary colours	Work from a variety of sources; observation, photographs and digital images Work in a sustained, independent way to create a detailed drawing Use a sketchbook to collect and develop ideas Know how perspective can be shown in drawing Begin to use simple perspective in their work
<b>Textiles</b>	<b>Sculptures</b>
Know how to join fabrics in different ways, including stitching Use different grades of threads and needles Experiment with batik techniques Experiment with a range of media to overlap and layer, creating interesting colours and textures and effects	Shape, form, model and construct from observation or imagination Use recycled, natural and man-made materials to create sculptures and understand how the choice of such materials can affect the outcome Plan a sculpture through drawing and other preparatory work
<b>Printing</b>	<b>Digital Media</b>
Create printing blocks by simplifying an initial sketch book idea Understand and use relief or impressed method Create prints with three overlays	Record, collect and store visual information using digital cameras, video Present recorded visual images using software e.g. Photostory, PowerPoint Use a graphics package to create and manipulate new images Import an image (scanned, retrieved, taken) into a graphics package