



Art & Design Component Knowledge

Year 5

Sculpture and 3D: Interactive installation

National Curriculum

Pupils should be taught:

To create sketch books to record their observations and use them to review and revisit ideas
About great artists, architects and designers in history.'

Key learning and Component knowledge

Key Learning:

L1: To identify and compare features of art installations.

Component Knowledge:

- Understand what installation art is.
- Identify similarities and differences between art installations.
- Analyse artworks, identifying key features.

Key Learning:

L2 : To investigate the effect of space and scale when creating 3D art.

Component Knowledge:

- Create the effect of a large-scale space when photographing their box.
- Discuss the effect on the viewer of being in the model installation space.
- Justify own opinions of installation artworks.

Key Learning:

L3 : To construct 3D artworks.

Component Knowledge:

- Adapt everyday objects to make them interesting for the viewer.
- Make changes and try new ideas.
- Find the best way of displaying the object.

Key Learning:

L4: To plan an installation that communicates an idea.

Component Knowledge:

- Choose a clear message for my installation.
- Identify how my installation idea might make the viewer feel.
- Describe the space, materials and arrangement in their installation.

Key Learning:

L5: To apply their knowledge of installation art and develop ideas into a finished piece.

Component Knowledge:

- Describe how installations can be interactive.
- Use ideas learned about installation art in their final idea.
- Explain the choices they have made when displaying their installation art.

Drawing: I need space

National Curriculum

Pupils should be taught to:

- To develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.
- To create sketch books to record their observations and use them to review and revisit ideas.
- To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay].
- About great artists, architects and designers in history.

Key learning and Component knowledge

START THIS UNIT BY PRINTING OFF A RANGE OF RETRO FUTURISTIC PICTURES. ASK THE PUPILS TO CHOOSE THE ONES THEY LIKE, CUT THEM OUT AND STICK THEM IN THEIR SKETCH PADS IN WHATEVER WAY THEY LIKE ON AN OPENING PAGE ON WHICH THEY CAN DESIGN A TITLE. THEY WILL BE ABLE TO USE THESE PHOTOGRAPHS THROUGHOUT THE UNIT AS REFERENCE.

L1: To know the purpose and effect of imagery.

Component Knowledge:

- Discuss the effect of an image.
- Know what retrofuturism means.
- Evaluate different images using the formal elements (line, shape, space, value, form, texture, and colour).

Key Learning:

L2 To understand an artists' decision making and creative process.

Component Knowledge:

- Discuss the choices an artist has made.
- Suggest how a piece of art is created.
- Use a range of processes to create a drawing.

Key Learning:

L3: To develop ideas in drawing through printmaking.

Component Knowledge:

- I can choose and combine materials based on their texture.
- I can create an effective printing plate using own ideas.

Key Learning:

L4: To test and develop ideas using sketchbooks.

Component Knowledge:

- Generate ideas about the future.
- Record ideas through sketches.
- Develop ideas to form a composition for a final piece.

Key Learning:

L5: To apply an understanding of drawing processes to revisit and improve ideas.

Component Knowledge:

- Choose a drawing technique to produce ideas.
- Select appropriate tools and materials.
- Evaluate work to make improvements.

Painting and mixed media: Portraits

National Curriculum

Pupils should be taught to:

- Create sketch books to record their observations and use them to review and revisit ideas.
- Improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials.
- Know about great artists, architects and designers in history.

Key learning and Component knowledge

Key learning:

L1: To explore how a drawing can be developed.

Component Knowledge:

- Draw a portrait using the continuous line method.
- Vary the size, shape and position of the words for interest.
- Experiment with the way a background can change the effect of a drawing.

Key learning:

L2: To combine materials for effect.

Component Knowledge:

- Explain what I want my photo composition to be.
- Decide the best position for line drawing when copying it onto the background.

Key learning:

L3: To identify the features of self-portraits.

Component Knowledge:

- Use art vocabulary to describe similarities and differences between portraits.
- Discuss the message behind a self-portrait.

Key learning:

L4: To develop ideas by experimenting with materials and techniques.

Component Knowledge:

- Try out different ideas when adapting my photograph.
- Justify own opinion when discussing the message behind a self-portrait.
- Know a definition of mixed media.

Key learning:

L5: To apply knowledge and skills to create a mixed media self-portrait.

Component Knowledge:

- Describe the intention of the self-portrait.
- Explain why the choice of medium matches their idea.
- Use the chosen medium to create a self-portrait that represents an aspect of their identity.