



Art & Design Component Knowledge

Year 6

Craft and design: Photo Opportunity

National Curriculum

Pupils should be taught:

- 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

Key Learning:

L1: To apply an understanding of composition to create an effective photomontage advertising poster.

Component Knowledge:

- Explain what a photomontage is.
- Select appropriate images and experiment with composition to create an interesting layout.
- Work in the style of an artist to meet a design brief.

Key Learning:

L2 : To apply an understanding of abstract art through photography.

Component Knowledge:

- Explore the artists who use photography to record and observe.
- Compose a close-up photograph of a natural form.
- Make decisions about cropping, editing and presenting photographic images in the style of Edward Weston.
- Know the terms macro and monochromatic.

Key Learning:

L3: To demonstrate an understanding of design choices using digital photography techniques.

Component Knowledge:

- Discuss the features of a design and reflect on the effect.
- Make design choices to plan, select and arrange props in an interesting composition to meet a design brief.
- Edit a photograph to emulate the style of another artist.

Key Learning:

L4: To apply an understanding of photography to design and recreate a famous painting.

Component Knowledge:

- Choose and analyse a painting to understand its meaning and notice its features.
- Select and arrange props to replicate a painting in a photographic way.

Key Learning:

L5: To demonstrate observation and proportion to create art in a photorealistic style.

Component Knowledge:

- Understand how the grid method helps me to retain the same proportions as an original image.
- Use the grid drawing method to translate a photo into a drawing using careful observation.
- Choose and use materials effectively to create a photorealistic painting or drawing.

Make my voice heard

National Curriculum

Pupils should be taught:

- 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 sketchbooks 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

Key Learning:

L1 : To explore expressive drawing techniques.

Component Knowledge:

- Identify the key features of Maya art.
- Demonstrate mark making using a range of handmade tools .
- Make comparisons between different artworks.

Key Learning:

L2: To consider how symbolism in art can convey meaning.

Component Knowledge:

- Take inspiration from an artist's style.
- Draw a Maya spirit companion and consider its meaning.
- Generate a range of symbols, patterns and colours to represent themselves.

Key Learning:

L3: To apply understanding of the drawing technique chiaroscuro.

Component Knowledge:

- Know the effect of light and dark on an object and consider how to draw it.
- Explain the term Chiaroscuro and understand how it can be used for effect.
- Create form by applying chiaroscuro to a tonal drawing.

Key Learning:

L4: To evaluate the context and intention of street art.

Component Knowledge:

- Discuss the similarities and differences between art styles.
- Know that street art represents something that someone feels strongly about.
- Consider how artists represent feelings through a drawing.

Key Learning:

L5: To apply an understanding of impact and effect to create a powerful image

Component Knowledge:

- Analyse how an artist conveys a message.
- Develop an idea, applying drawing techniques for visual impact and effect.
- Revisit and review own work to develop it.

Sculpture and 3D: Making memories

National Curriculum

Pupils should be taught:

- 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 sketchbooks to record their observations and use them to review and revise 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

Key Learning:

L1: To analyse how art can explore the concept of self

Component Knowledge:

- Identify common themes within different artworks.
- consider how art can be used to express themselves.
- Reflect on their work and choices.

Key Learning:

L2 : To explore sculptural techniques.

Component Knowledge:

- Generate a selection of memories.
- Represent ideas within a composition of shapes.
- Create a cardboard relief sculpture.

Key Learning:

L3: To use creative experience to develop ideas and plan a sculpture.

Component Knowledge:

- Discuss the approach of different artists and consider how this may influence their own work.
- Test and develop ideas into a plan.
- Identify equipment needed and explain how the sculpture will be made.

Key Learning:

L4: To apply an understanding of materials and techniques to work in 3D.

Component Knowledge:

- Use plans to construct 3D forms.
- Combine materials and techniques to fit their ideas.
- Work independently, experimenting with tools and materials.

Key Learning:

L5: To evaluate and refine artwork to achieve a chosen outcome.

Component Knowledge:

- Identify areas of work to refine.
- Select appropriate tools and materials to improve their work.
- Reflect on final piece, justifying choices.