



Subject: Art Year 6

Overview

Students work in the style of contemporary and traditional artists. The aim of the projects is for students to understand the basics of colour theory, use of wet and dry materials, composition, textiles and 3D work. Students will use a range of techniques to record their observations in sketchbooks and other media as a basis for exploring their ideas. They will increase their proficiency in the handling of different materials. Students will understand how to analyse and evaluate their own work, and that of others, in order to strengthen the visual impact or applications of their work.

Autumn

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Gustav Klimt

Designing

- To develop and understand Klimt as an artist and what inspired him.
- To create a well-presented title and research pages showing composition, use of key Klimt patterns and shapes and showing colour blending.
- To observe a piece of work called Adelle Bloch Bauer. Pupils will incorporate the patterns used to come up with their own example.
- To show an understanding of use of different medias such pen to create an ink effect.
- To show control and creativity in final in sketchbook work and final pieces.
- To explain what are earth colours and how they are used in Klimt's work.

Making and Evaluating

- To create a final piece which shows a reflection of Klimt's work.
- To Control of medias such as graphite stick, paint.
- To show an understanding of how collage is applied.
- To evaluate their final piece explaining in detail what they have learnt about the artist, how their work links to the artist. What can be improved in their work and what is good about their work.
- To show an understanding of skills and techniques learnt within the topic.

Assessment:

All tasks are assessed:
combination of verbal, live marking, peer and teacher assessment.

Sketchbooks and final pieces will be assessed throughout each topic.

Spring	Spring Term <u>Crazy Shoes</u> <u>Designing</u> - To identify the parts of a shoe. - To interpret a word and visually communicate that word through the form of a shoe. - To construct a spider diagram that explores design aspects that will represent the chosen 'person'. - To learn how to draw a piece of footwear from different angles to show ideas from spider diagram. <u>Making and Evaluating</u> - To learn how to construct and basic clay structure based on a piece of footwear. - To learn how to use the scratch and slip technique to attach details to your clay structure. - To learn how to use the modelling tools to create texture in the surface of the clay.	Assessment: All tasks are assessed: combination of verbal, live marking, peer and teacher assessment. Sketchbooks and final pieces will be assessed throughout each topic.
Summer	Summer Term <u>Op Art</u> <u>Designing</u> - To visually record what Op Art is and annotate with key points. - To identify areas of animal markings and patterns that show strong contrast and pattern and explore them through drawing. - To recognize and identify the difference between positive and negative space <u>Making and Evaluating</u> - To learn how to create a printing block of chosen design using the correct technique and process. - To use the idea of contrast and tone to create a repeat pattern that links with Op Art. - To make connections between Op Art and your own work by defining specific areas of the print using pencil crayon.	Assessment: All tasks are assessed: combination of verbal, live marking, peer and teacher assessment. Sketchbooks and final pieces will be assessed throughout each topic.
Homework: Homework set every half term. This may be research on an artist or a task based on the topic studied.		