

SCHEME OF WORK COVERAGE – ART AND DESIGN
Milestone Three – Upper Key Stage Two (Years 5 and 6)

To develop ideas	<ul style="list-style-type: none"> • Develop and imaginatively extend ideas from starting points throughout the curriculum • Collect information, sketches and resources and present ideas imaginatively in a sketch book • Use the qualities of materials to enhance ideas • Spot the potential in unexpected results as work progresses • Comment on artworks with a fluent grasp of visual language
To master techniques Drawing	<ul style="list-style-type: none"> • Use a variety of techniques to add interesting effects (e.g. reflections, shadows, direction of sunlight) • Use a choice of techniques to depict movement, perspective, shadows and reflection • Choose a style of drawing suitable for the work (e.g. realistic or impressionistic) • Use lines to represent movement
To master techniques Painting	<ul style="list-style-type: none"> • Sketch (lightly) before painting to combine line and colour • Create a colour palette based upon colours observed in the natural or built world • Use the qualities of watercolour and acrylic paints to create visually interesting pieces • Combine colours, tones and tints to enhance the mood of a piece • Use brush techniques and the qualities of paint to create texture • Develop a personal style of painting, drawing upon ideas from other artists
To master techniques Collage	<ul style="list-style-type: none"> • Mix textures (rough and smooth, plain and patterned) • Combine visual and tactile qualities • Use ceramic mosaic materials and techniques
To master techniques Sculpture	<ul style="list-style-type: none"> • Show life-like qualities and real-life proportions or, if more abstract, provoke different interpretations • Use tools to carve and add shapes, texture and pattern • Combine visual and tactile qualities • Use frameworks (such as wire or moulds) to provide stability and form
To master techniques Print	<ul style="list-style-type: none"> • Build up layers of colours • Create an accurate pattern, showing fine detail • Use a range of visual elements to reflect the purpose of the work
To master techniques Textiles	<ul style="list-style-type: none"> • Show precision in techniques • Choose from a range of stitching techniques • Combine previously learned techniques to create pieces
To master techniques Digital Media	<ul style="list-style-type: none"> • Enhance digital media by editing (including sound, video, animation, still images and installations)
To take inspiration from the Greats classic and modern	<ul style="list-style-type: none"> • Give details (including own sketches) about the style of some notable artists, artisans and designers • Show how the work of those studied was influential in both society and to other artists • Create original pieces that show a range of influences and styles