



# Year 6



## Art and Design Skills Progression

	Year Group	6	Class		Teacher	
UNIT	TERM 1		TERM 2		TERM 3	
TOPIC						

### Art and Design Programme of Study

#### Purpose of study

Art, craft and design embody some of the highest forms of human creativity. A high-quality art and design education should engage, inspire and challenge pupils, equipping them with the knowledge and skills to experiment, invent and create their own works of art, craft and design. As pupils progress, they should be able to think critically and develop a more rigorous understanding of art and design. They should also know how art and design both reflect and shape our history, and contribute to the culture, creativity and wealth of our nation.

#### Aims

The national curriculum for art and design aims to ensure that all pupils:

- produce creative work, exploring their ideas and recording their experiences
- become proficient in drawing, painting, sculpture and other art, craft and design techniques
- evaluate and analyse creative works using the language of art, craft and design
- know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms.

#### Skills Progression

Throughout the year, pupils are expected to learn, apply and understand the following skills and processes in age appropriate tasks and activities.

They should be taught to:

#### Learning

- select ideas based on first hand observations, experience or imagination and develop these through open ended research
- refine their use of learnt techniques
- adapt their own final work following feedback or discussion based on their preparatory ideas
- describe the work and ideas of various artists, architects and designers, using appropriate vocabulary and referring to historical and cultural contexts
- explain and justify preferences towards different styles and artists

#### Techniques

- begin to develop an awareness of composition, scale and proportion in their work
- use simple perspective in their work using a single focal point horizon
- use techniques, colours, tones and effects in an appropriate way to represent things seen- brushstrokes following the direction of the grass, stippling to paint sand, watercolour bleeds to show clouds
- produces intricate patterns and textures in a malleable media
- use different techniques, colours and textures when designing and making pieces of work and explain their choices
- create intricate printing patterns by simplifying and modifying sketchbook designs
- follow a design brief to achieve an effect for a particular function



# Year 6 Art and Design Skills Progression



	Year Group	Class	Teacher
UNIT	TERM 1	TERM 2	TERM 3
TOPIC			
Knowledge & Skills			
Pupils who are working above expectations			
Total number of pupils in class			
Pupils who have not yet reached expectations			
Teacher Comments			
Subject Leader Action			