

Year 5 Scheme of Work – Art

Unit	Time (Wks)	Activities	Outcomes	Differentiation	Assessment	NC Links	Other Subject Link
		<p>Previous learning: Y4 – Drawing & Colouring</p> <ul style="list-style-type: none"> - Draw patterns based on their own observations. - Produce a detailed observational drawing. - Use charcoal observational drawings to develop ideas in clay. - Draw details carefully. 	<p>Previous learning: Y4 - Painting</p> <ul style="list-style-type: none"> - Paint an image that resembles details on a vegetable skin. - Mix and select appropriate colours. - Compare two artists’ paintings of fruit and vegetables. - Paint a fruit or vegetable picture. 	<p>Previous learning: Y4 - Sculpture</p> <ul style="list-style-type: none"> - Shape or sculpt paper to resemble leaves. - Soften clay. - Make textures in clay using clay tools. - Plan and make a 3D model. 		<p>Previous learning: Y4 - Collage</p> <ul style="list-style-type: none"> - Create a foodscape collage based on Carl Warner’s work. 	
		<p>Previous learning: Y4 – Printing</p> <ul style="list-style-type: none"> - Print leaf patterns. 					
5.1 Plants & Flowers	4-6	<ul style="list-style-type: none"> - Draw a flower with details carefully. Add colour to flower. Talk about the artist Rousseau. - Print plants using the Hapa-zome technique. Talk about the artist India Flint. - Make a 3D flower model using wire and paper. Evaluate artwork. 	<ul style="list-style-type: none"> - Produce a detailed observational drawing. - Arrange patterns using different leaves. - Print leaves and flowers. - Shape and join paper and wire to resemble plants. - Make a 3D model. - Describe facts about the work of some artists. 	<ul style="list-style-type: none"> - Modelling techniques - Practical tasks - Templates - Visual resources 	<p>Continuous throughout.</p> <p>Artwork</p>	<p>To create sketch books to record observations and use them to review and revisit ideas.</p> <p>To improve mastery of art and design techniques, including drawing and painting.</p> <p>To learn about great artists, architects and designers in history.</p>	Science – plants and flowers

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<p>5.2 David Hockney: Landscapes</p>	<p>4-6</p>	<ul style="list-style-type: none"> - Discuss David Hockney’s life and work. - Observe an artist’s work closely and accurately recreate a section using paint. - Draw the outline of a landscape, focusing on perspective. - Add colour to their landscape in the style of David Hockney using acrylic paint. Evaluate how effectively we have reproduced an artist’s style in our own work. 	<ul style="list-style-type: none"> - Recall David Hockney and some key events in his life. - Explain what types of work he does and what colours/mediums he uses to produce his work. - Experiment with creating a spectrum of colours using paint. - Experiment with building up texture using brush strokes and tools for mark making. - Draw and paint a piece of work in the style of David Hockney’s landscapes. - Cite where he has inspired their work. - Critique their own work and suggest areas for future development. 	<ul style="list-style-type: none"> - Modelling techniques - Practical tasks - Templates - Visual resources 	<p>Continuous throughout.</p> <p>Artwork</p>	<p>To improve mastery of art and design techniques, including drawing and painting.</p> <p>To learn about great artists, architects and designers in history.</p> <p>To create sketch books to record observations and use them to review and revisit ideas.</p>	<p>Geography – landscapes</p>
<p>5.3 Investigating Patterns - Islamic Art</p>	<p>4-6</p>	<ul style="list-style-type: none"> - Draw a geometric Islamic pattern using rotation, symmetry or reflection. - Create a geometric Islamic pattern using stencils. - Use printing to create a simple Islamic pattern. - Design a digital Islamic pattern for a bag. Evaluate artwork. 	<ul style="list-style-type: none"> - Explain what an Islamic pattern is and how it is made. - Create their own geometric Islamic patterns. - Know what reflection, rotation and symmetry are. - Experiment with using reflection, rotation and symmetry to create patterns. - Evaluate work fairly and constructively. - Experiment with stencilling techniques. - Design a pattern for a particular purpose. - Create a design for a print. - Use tools and techniques appropriately to create a print pattern. - Compare their own work with the work of a partner. - Use technology to create an Islamic pattern. 	<ul style="list-style-type: none"> - Modelling techniques - Practical tasks - Templates - Visual resources 	<p>Continuous throughout.</p> <p>Artwork</p>	<p>To improve mastery of art and design techniques, including drawing and painting.</p> <p>To learn about great artists, architects and designers in history.</p> <p>To create sketch books to record observations and use them to review and revisit ideas.</p>	<p>Maths – reflection, rotation and symmetry</p>
<p>Next learning: Y6 – Drawing & Colouring</p> <ul style="list-style-type: none"> - Draw details. - Show colours in a drawing. 		<p>Next learning: Y6 - Painting</p> <ul style="list-style-type: none"> - Explore and compare Impressionist paintings. - Paint a landscape in the style of the Impressionists. - Understand Monet’s use of light and colour. - Apply different artistic techniques to create 		<p>Next learning: Y6 - Sculpture</p> <ul style="list-style-type: none"> - Apply different artistic techniques to create artwork based on the garden at Giverny. - Make a lantern structure. 		<p>Next learning: Y6 - Printing</p> <ul style="list-style-type: none"> - Print fish using polystyrene sheets. 	

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	artwork based on the garden at Giverny.		
Next learning: <u>Y6 – Textiles</u> - Weave with plastic.			