

Year 6 Scheme of Work – Art

Unit	Time (Wks)	Activities	Outcomes	Differentiation	Assessment	NC Links	Other Subject Link	
		<p>Previous learning: Y5 – Drawing & Colouring</p> <ul style="list-style-type: none"> - Create their own patterns based on patterns found at home and in the environment. - Experiment with using reflection, rotation and symmetry to create patterns. - Experiment with stencilling techniques. - Design a pattern for a particular purpose. - Draw and paint a piece of work in the style of David Hockney's landscapes. - Produce a detailed observational drawing. 	<p>Previous learning: Y5 - Painting</p> <ul style="list-style-type: none"> - Explain what types of work David Hockney 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. 			<p>Previous learning: Y5 - Sculpture</p> <ul style="list-style-type: none"> - Shape and join paper to resemble plants. - Use own drawings as ideas for sculptural work. - Make a 3D model. 	<p>Previous learning: Y5 - Printing</p> <ul style="list-style-type: none"> - Create a design for a print. - Use tools and techniques appropriately to create a string print pattern. - Arrange patterns using different leaves. - Print leaves and flowers. 	
6.1 The Seaside	7-12	<ul style="list-style-type: none"> - Draw details of a fish carefully. - Draw a shell using colour. Discuss facts about Alfred Wallis's life and work. - Create a seascape collage background using different materials. - Print fish onto seascape using polystyrene sheets. Use previous fish sketch as inspiration for print. - Weave with plastic bags to create a seaside scene. - Make a fish lantern. Evaluate artwork. 	<ul style="list-style-type: none"> - Draw details. - Show colours in a drawing. - Print fish. - Weave with plastic. - Make a lantern structure. - Describe facts about Alfred Wallis's life and work. 	<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 collage.</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>	Science – fish	

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<p>6.2 Monet & the Impressionists</p>	<p>4-6</p>	<ul style="list-style-type: none"> - Discuss what Impressionism is and where and when it began, including the life and works of Monet. - Explore some of Monet’s Landscape and haystack paintings. Experiment with Monet’s brushstrokes. Recreate Monet’s haystack scene focusing on light and shadow. - Explore the artwork Monet produced in his later years at his garden in Giverny. Create a watercolour painting based on Monet’s artwork. Evaluate artwork. 	<ul style="list-style-type: none"> - Understand what Impressionism is. - Know that Claude Monet was an important person in the Impressionist movement. - Recall facts and information about the life and work of Claude Monet. - Explore and compare Impressionist paintings. - Paint a landscape in the style of the Impressionists. - Understand Monet’s use of light and colour. - Put their understanding of colour into practice by recreating Monet’s haystacks. - Make careful observations and record what they see. - Apply different artistic techniques to create artwork based on the garden at Giverny. - Choose a favourite Monet painting, explaining why they like it. 	<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 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>Next learning: <u>KS3</u></p> <ul style="list-style-type: none"> - 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 							