



Year 6 Art Subject Map



Artists Study	Craft and Design: Architecture	Craft and Design: Photo Opportunity
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DRIVER WORDS						
EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Create Explore Investigate	Respond Explore Use ideas of others	Share ideas Describe	Develop ideas Create original work using a range of styles Develop imaginatively	Develop a range of techniques Replicate	Comment on the work of others Master techniques	Collect information

GENERATING IDEAS

1. Draw upon their experience of creative work and their research to develop their own starting points for creative outcomes.

SKETCH BOOKS

2. Using a systematic and independent approach, research, test and develop ideas and plans using sketchbooks.

KNOWLEDGE OF ARTISTS

15. Describe, interpret and evaluate the work, ideas and processes used by artists across a variety of disciplines, being able to describe how the cultural and historical context may have influenced their creative work.

EVALUATING AND ANALYSING

16. Give reasoned evaluations of their own and others work which takes account of context and intention.

17. Independently use their knowledge of tools, materials and processes to try alternative solutions and make improvements to their work.

ARTISTIC VOCABULARY

Abstract, **asymmetrical**, blend, colour, **composition**, contrast, cool, **cross hatch**, dark, horizon, horizontal, light, minimal, mix, outline, **perspective**, primary, reflection, sculpture, secondary, shading, shadow, shape, silhouette, sketch, symmetrical texture, tone, **vanishing point**, vertical, vibrant, warm, 2d, 3d

MAKING SKILLS (FORMAL ELEMENTS)

DRAWING

3. Draw expressively in their own personal style and in response to their choice of stimulus, showing the ability to develop a drawing independently.

4. Apply new drawing techniques to improve their mastery of materials and techniques

5. Push the boundaries of mark-making to explore new surfaces, e.g. drawing on clay, layering media and incorporating digital drawing techniques.

PAINTING AND MIXING MEDIA

6. Manipulate paint and painting techniques to suit a purpose, making choices based on their experiences. Work in a sustained way over several sessions to complete a piece.

7. Analyse and describe the elements of other artists' work, e.g. the effect of colour or composition..

8. Consider materials, scale and techniques when creating collage and other mixed media pieces. Create collage in response to a stimulus.

9. Work collaboratively on a larger scale.

SCULPTURE AND 3D

10. Uses personal plans and ideas to design and construct more complex sculptures and 3D forms.

11. Combine materials and techniques appropriately to fit with ideas.

12. Confidently problem-solve, edit and refine to create desired effects and end results.

CRAFT AND DESIGN

13. Develop personal, imaginative responses to a design brief, using sketchbooks and independent research.

14. Justify choices made during a design process, explaining

how the work of creative practitioners have influence

their final outcome.