



Year 5 Art Subject Map

Drawing: I Need Space

Paint and Mixed Media: Portraits

Sculpture and 3d: Interactive Installation

DRIVER WORDS

EYFS	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Create Explore Investigate	Respond Explore Share ideas Develop techniques Describe Use ideas of others		Develop ideas Develop a range of techniques Replicate Create original work using a range of styles Develop imaginatively		Comment on the work of others Collect information Master techniques	

GENERATING IDEAS

1. Develop ideas more independently from their own research. Explore and record their plans, ideas and evaluations to develop their ideas towards an outcome.

SKETCH BOOKS

2. Confidently use sketchbooks for purposes including recording observations and research, testing materials and working towards an outcome more independently.

KNOWLEDGE OF ARTISTS

15. Research and discuss the ideas and approaches of 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. Discuss the processes used by themselves and by other artists, and describe the particular outcome achieved.

17. 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. To use a broader range of stimulus to draw from, such as architecture, culture and photography. Begin to develop drawn ideas as part of an exploratory journey.

4. Apply known techniques with a range of media, selecting these independently in response to a stimulus.

5. Draw in a more sustained way, revisiting a drawing over time and applying their understanding of tone, texture, line, colour and form.

PAINTING AND MIXING MEDIA

6. Apply paint with control in different ways to achieve different effects, experimenting with techniques used by other artists and applying ideas to their own artworks eg making choices about painting surfaces or mixing paint with other materials.

7. Develop a painting from a drawing or other initial stimulus. depict forms, eg beginning to use tone by mixing tints and shades of colours to create 3D effects.

8. Explore how collage can extend original ideas.

9. Combine a wider range of media, eg photography and digital art effects. using more complex techniques such as carving and modelling wire

SCULPTURE AND 3D

10. Investigate how scale, display location and interactive elements impact 3D art.

11. Plan a 3D artwork to communicate a concept, developing an idea in 2D into three-dimensions.

12. Persevere when constructions are challenging and work to problem solve more independently.

CRAFT AND DESIGN

13. Design and make art for different purposes and begin to consider how this works in creative industries e.g. in architecture, magazines, logos, digital media and interior design.

14. Extend ideas for designs through sketchbook use and research, justifying choices made during the design process.