

Year Group and Class	Autumn Term	Spring Term	Summer Term
Year 5-6 Chestnut	Impressionism Focus Degas Milestone 3	Sculpture The art of Anthony Gormley Milestones 3	Amazed by Architecture Zaha Hadid Milestone 3
Breadth	Develop and imaginatively extend ideas from starting point throughout the curriculum. Collect information, sketches and resources and present ideas imaginatively in a sketchbook. Use the qualities of materials to enhance ideas. Spot the potential in unexpected results as work progresses. Comment on artworks with fluent grasp of visual language. Learn about the work of Degas	Develop and imaginatively extend ideas from starting point throughout the curriculum. Collect information, sketches and resources and present ideas imaginatively in a sketchbook. Use the qualities of materials to enhance ideas. Spot the potential in unexpected results as work progresses. Comment on artworks with fluent grasp of visual language. Learn about the work of Anthony Gormley	Develop and imaginatively extend ideas from starting point throughout the curriculum. Collect information, sketches and resources and present ideas imaginatively in a sketchbook. Use the qualities of materials to enhance ideas. Spot the potential in unexpected results as work progresses. Comment on artworks with fluent grasp of visual language. Learn about the architecture of Zaha Habid 'Queen of the curve'.
Threshold Concepts	Give details (including own sketches) about the style of some notable artists, artisans and designers. Show how the work of those studied was influential in both society and to other artists. Create original pieces that show a range of influences and styles.		
Milestones	<p>Paint</p> <p>Sketch (lightly) before painting to combine line and colour. Create a colour palette based upon colours observed in the natural or built world. Use the qualities of watercolour and acrylic paints to create visually interesting pieces.</p>	<p>Sculpture</p> <p>Show lifelike qualities and real life proportions or, if more abstract, provoke different interpretations. Use tools to carve and add shapes, texture and pattern. Combine visual and tactile qualities. Use frameworks (such as wire or moulds) to provide stability and form.</p>	<p>Drawing</p> <p>Use reflection, shadow and direction of sunlight to add effects. Choose a style of drawing suitable for the work (e.g. realistic or impressionistic). Use lines to represent movement.</p> <p>Collage</p> <p>Mix textures (rough and smooth, plain and patterned)</p>

	<p>Combine colours, tones and tints to enhance the mood of the piece. Use brush techniques and the qualities of paint to create texture. Develop a personal style of painting, drawing, based on ideas from other artists.</p> <p>Drawing Use a variety of techniques to add interesting effects (e.g. reflections, shadows, direction of sunlight) Use a choice of techniques to depict movement, perspective, shadows and reflection. Choose a style of drawing suitable for the work. (e.g. realistic or impressionistic) Use lines to represent movement.</p>	<p>Drawing Use a variety of techniques to add interesting effects (e.g. reflections, shadows, direction of sunlight) Use a choice of techniques to depict movement, perspective, shadows and reflection. Choose a style of drawing suitable for the work. (e.g. realistic or impressionistic) Use lines to represent movement.</p> <p>Digital Media Enhance digital media by editing (including sound, video, animation, still images and installations)</p>	<p>Combine visual and tactile qualities.</p> <p>Digital Media Enhance digital media by editing (including sound, video, animation, still images and installations).</p>
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