

Year Group/Class	Autumn Term	Spring Term	Summer Term
Year 6 Sycamore	2D Drawing to 3D Making Pathway: 2D Drawing to 3D Making	Exploring Identity Pathway: Exploring Identity	Brave Colour Pathway: Brave Colour
Breadth	Explore how 2D drawings can be transformed to 3D objects. Work towards a sculptural outcome or a graphic design outcome.	Discover how artists use layers and juxtaposition to create artwork which explores identity. Make your own layered portrait.	Exploring how artists use light, form and colour to create immersive environments.
Threshold Concepts	<p>Artists: Lubaina Himid, Claire Harrup</p> <p>That drawing and making have a close relationship. That drawing can be used to transform a two dimensional surface, which can be manipulated to make a three dimensional object. That when we transform two dimensional surfaces we can use line, mark making, value, shape, colour, pattern and composition to help us create our artwork. That we can use methods such as the grid method and looking at negative space to help us draw. That there is a challenge involved in bringing two dimensions to 3 dimensions which we can solve with a combination of invention and logic.</p>	<p>Artists: Njideka Akunyili Crosby, Yinka Shonibare, Thandiwe Muriu, Mike Barrett</p> <p>That artists embrace the things which make them who they are: their culture, background, experiences, passions – and use these in their work to help them create work which others can relate to. That people are the sum of lots of different experiences, and that through art we can explore our identity. That we can use techniques such as working with layers to help create imagery which reflects the complex nature of our identities. That as viewers we can then “read” imagery made by other people, unpicking imagery, line, shape, colour to help us understand the experience of the artist.</p>	<p>Artists: Olafur Eliasson, Yinka Ilori, Morag Myerscough, Liz West</p> <p>That as humans we react emotionally to colour. That artists can create immersive environments using colour, light, form and sometimes sound to create a transformative experience for others. That we can use colour in a brave and inventive way, trying new colour combinations and exploring the relationship between colour and form. That we can test ideas, use our imagination, and share our vision with others by creating 2 and 3 dimensional models.</p>
Milestone	<p>Paint 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. 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>Collage Mix textures (rough and smooth, plain and patterned) Combine visual and tactile qualities. Use ceramic mosaic materials and techniques.</p> <p>Sculpture 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>Collage Mix textures (rough and smooth, plain and patterned) Combine visual and tactile qualities. Use ceramic mosaic materials and techniques.</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>Sculpture 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 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>