

Manor Primary School
Art and Design
Year 5: Digital Media : Creating a portfolio

Overview of the Learning:

In this unit children will use a range of digital software to recreate and create a range of paintings based upon the work of other artists. They will develop their understanding of what a portfolio is and create their own portfolio that demonstrates their uses of software and a camera to create images. The children will collate a series of images ; inspired by artist and photographs that

Core Aims

Pupils should be taught:

- to create sketch books to record their observations and use them to review and revisit ideas
- to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]
- about great artists, architects and designers in history.

Pupils should be taught to explore and develop ideas

Children should:

- record from experience and imagination, to select and record from first-hand observation and to explore ideas for different purposes
- question and make thoughtful observations about starting points and select ideas to use in their work
- collect visual and other information [for example, images, materials] to help them develop their ideas, including using a sketchbook.

Pupils should be taught to evaluate and develop work

Pupils should:

- compare ideas, methods and approaches in their own and others' work and say what they think and feel about them
- adapt their work according to their views and describe how they might develop it further

Pupils should be taught to develop their knowledge and understanding

Pupils should:

- investigate and combine visual, tactile and digital qualities of materials and processes and to match these qualities to the purpose of the work
- apply their experience of materials and processes, including drawing, developing their control of tools and techniques



- use a variety of methods and approaches to communicate observations, ideas and feelings, and to design and make images and artefacts

Expectations

Children can:

- Investigate the work of a range of artists
- Understand the impact of colour in painting and photographs
- Understand the use of shades of colour
- Create contrasting colours
- Use the primary and secondary colour wheel
- Compare the work of other artists
- Use the app 'brushes' to recreate and create their own paintings
- Understand what is meant by light, shade and tone
- Use a camera to take still images
- Edit a photograph
- Create a montage of photographs

Manor Primary School
Year 5 : Art and Design



What a performance!

Overview of the Learning:

In this unit children will investigate masks and costume worn in different times and cultures, including theatre costume. They use this as a starting point for designing and making a mask for a character in a story, using a range of textiles and other materials.

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Pupils should be taught to develop their knowledge and understanding

Pupils should:

- visual and tactile elements, including colour, pattern and texture, line and tone, shape, form and space, and how these elements can be combined and organised for different purposes



- materials and processes used in art, craft and design and how these can be matched to ideas and intentions
- the roles and purposes of artists, craftspeople and designers working in different times and cultures [for example, Western Europe and the wider world]

Pupils should be taught about making art, craft and design

Pupils should:

- investigate and combine visual and tactile qualities of materials and processes and to match these qualities to the purpose of the work
- apply their experience of materials and processes, including drawing, developing their control of tools and techniques
- use a variety of methods and approaches to communicate observations, ideas and feelings, and to design and make images and artefacts

Expectations

Children can:

- investigate and combine visual and tactile qualities of materials and processes and to match these qualities to the purpose of the work
- apply their experience of materials and processes, including drawing, developing their control of tools and techniques
- use a variety of methods and approaches to communicate observations, ideas and feelings, and to design and make images and artefacts
- visual and tactile elements, including colour, pattern and texture, line and tone, shape, form and space, and how these elements can be combined and organised for different purposes
- materials and processes used in art, craft and design and how these can be matched to ideas and intentions
- the roles and purposes of artists, craftspeople and designers working in different times and cultures for example, Western Europe and the wider world

Manor Primary School
Year 5 : Summer Term
Perspective



Overview of the Learning:

In this unit children will explore the rural and urban landscape, as well as seascapes, as a starting point for two-dimensional work. They record their observations through drawing and photography. They use shape, form, space, colour, texture and pattern to develop and communicate their ideas in a painting. They consider the ideas, methods and approaches of artists who have responded to landscapes in different ways. They will explore the perspective of landscapes in different ways and how this effects the viewpoint.

Core Aims

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- to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]
- about great artists, architects and designers in history

Pupils should be taught to explore and develop ideas

Children should:

- compare ideas, methods and approaches in their own and others' work and say what they think and feel about them
- adapt their work according to their views and describe how they might develop it further

Pupils should be taught to evaluate and develop work

Pupils should:

- record from experience and imagination, to select and record from first-hand observation and to explore ideas for different purposes
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Pupils should be taught to develop their knowledge and understanding

Pupils should:

- visual and tactile elements, including colour, pattern and texture, line and tone, shape, form and space, and how these elements can be combined and organised for different purposes



- materials and processes used in art, craft and design and how these can be matched to ideas and intentions
- the roles and purposes of artists, craftspeople and designers working in different times and cultures [for example, Western Europe and the wider world]

Pupils should be taught about making art, craft and design

Pupils should:

- investigate and combine visual and tactile qualities of materials and processes and to match these qualities to the purpose of the work
- apply their experience of materials and processes, including drawing, developing their control of tools and techniques
- use a variety of methods and approaches to communicate observations, ideas and feelings, and to design and make images and artefacts

Expectations

Children can:

- Collect visual and other information to learn about their environment
- To select and record from first-hand observation
- To compare ideas and make improvement
- To understand distance, perspective and scale.
- To develop ideas through a process
- To evaluate the work of other artists
- To use a range of media to create a rural or sea landscape
- To explore the work of other artists
- To use a range of methods to apply colour/mix colour

