

Manor Primary School
Art and Design: Year 6
Digital Media: Investigating light

Overview of the Learning:

In this unit children will interpret and understand the impact of light and shade within a painting. They will develop their understanding of how light is used to pick out details, create a focus, create deep shadows, capture profiles, create mood and mystery, dramatic effect and touch objects. Using a camera, the children will experiment and develop their understanding of light to create images that have a focal point; reflect the work of a range of photographers. They will take their own photographs using a range of lighting effects, evaluating upon the process as they go.

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 how light is use to create a range of effects on a painting
- Unpick elements of a painting focusing upon the impact of light
- Investigate the work of Monet
- Understand the key features of the impressionism era
- Explore how to capture the effects of light by mixing contrasting colours.
- Recreate a painting by Monet using contrasting colours
- Understand how lighting within a photograph can affect the mood
- Explore how natural light sources can used within a photograph.
- Take images experimenting with the use of natural light
- Experiment with the use of natural light within portraits
- Take a range of photographs using artificial light
- Experiment with the impact of light when taking portraits
- Create images that contain shade and cast facial shadows
- Use PIXL to edit images
- Adjust images using PIXL so they are black and white, in colour or sepia
- Compare the mood and effect of images when lighting is changed and adjusted
- Understand why specific lighting is used for different reasons

Manor Primary School



Art and Design

Year 6 : Landscapes

Overview of the Learning:

In this unit children will explore the rural and/or urban landscape as a starting point for two-dimensional work. They record their observations through drawing and painting. 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.

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

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



	<ul style="list-style-type: none"> • 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
<p>Expectations Children can:</p> <ul style="list-style-type: none"> • Use a range of media to create landscapes • Mix colours appropriately to reflect tone, shape and form within a painting • To understand what is meant by colour blocking • To layer a painting to create the background and foreground • To use a viewfinder to focus on a specific part of a painting 	

Manor Primary School
 Art and Design: Year 6
 Summer Term : Textiles.

<p>Overview of the Learning: In this unit children will explore how stories have been represented in textiles in different times and cultures. They work together to make a two- or three-dimensional work based on their history work – The exciting Egyptians. They investigate and use a range of materials, techniques and textile processes to create surface patterns and textures and other visual and sound effects.</p>	
<p>Core Aims</p> <ul style="list-style-type: none"> ▪ Produce creative work, exploring their ideas and recording their experiences 	<p>Pupils should be taught</p>



- Become proficient in drawing, painting, sculpture and other art, craft and design techniques
- To evaluate and analyse creative works using the language of art, craft and design
- Know about great artists, craft makers and designers and understand the historical and cultural development of their art forms.

Knowledge, skills and understanding

- 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]

Investigating and Making Art and Craft

- 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

Exploring and Developing

- 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.

Evaluating and developing work

- 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

Expectations

Children can:

- Pupils explore ideas and collect visual and other information for their work.
- Investigate visual and tactile qualities in materials and processes, communicate their ideas and meanings, and design and make images and artefacts for different purposes.
- Comment on similarities and differences between their own and others' work, and adapt and improve their own.

