

**KFJS**  
**Art Curriculum Map**

**In each project children will:** generate ideas, use one or more of the formal elements, gain knowledge of artists, evaluate own and others work.

**Year 5**

Project	Secrets of the Solar System Solar System (mixed media)	Secrets of the Loddon Field Work (drawing)	Firebird Art using Firebird text (collage)	Amazing Architecture
<b>Key question</b>	<b>How do artists decide which medium is the most effective for a picture?</b>	<b>How and why do artists portray landscapes?</b>	<b>How and why do artists use collage in art?</b>	<b>What makes a building memorable?</b>
<b>Essential understanding</b>	<b>Painting</b> Add elements to paint to create different texture.	<b>Mark making</b> The effect of light on objects from different directions. Horizon adds perspective in observational/still life drawing. Pen and ink creates depth in a different way than pencil.	<b>3D sculpture/collage</b> Texture is created by mixing mediums.	<b>Art appreciation</b> Design of buildings has changed over time. An architect plans, designs and oversees the construction of buildings.
<b>Record observations and review ideas</b>	Gather ideas/techniques of different mediums.  Plan picture using chosen mediums.  Evaluate the effectiveness of their choices.	Use sketch book to record observations during the field trip eg. River, river bank etc. (art pencils)	Use sketch book to gather research and ideas for collage. Understand ideas of collage eg effects of texture.	Explore a range of famous buildings and add information about the architect. Express a personal opinion.  Use research of work from different architects to design a community building.
<b>Improve mastery of art and design techniques</b>	Range of media TBD	Return to school and sketch using pen and ink or pencil.	Plan and design really carefully. Collage	

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<b>Know about great artists, craft makers and designers</b>	Study of Peter Thorpe		Compare and evaluate different pieces of collage.	Research a range of architects and the buildings they have designed. Explain why their styles may have changed over time.
<b>Skills</b>	Develop a painting from a drawing.  Experiment with different media and materials for painting.	Work on sustained, independent, detailed drawings.  Develop close observational skills  Use a sketchbook to collect and develop ideas  Experiment with wet or dry media to make different marks, lines, patterns, textures and shapes within a drawing  Use different techniques for different purposes i.e. shading, hatching blending  Begin to use simple perspective in their work i.e. by using single focal point on horizon (vanishing point)  Begin to develop an awareness of composition, scale and proportion i.e. foreground, middle ground, background	Add collage to a printed or painted background.  Use a range of media to create collages.  Use different techniques, colours and textures when designing and making pieces of work.  Use collage as a means of extending work from initial ideas.	Plan a sculpture through drawing and other preparatory work

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<b>Assessment</b>	How do artists decide which medium is the most effective for a picture? Can I create a Peter Thorpe inspired picture choosing my own effective media?	How and why do artists portray landscapes? Can I observe and sketch a landscape from a field trip?	How and why do artists use collage in art? Can I create a mixed media collage of a Firebird?	What makes a building memorable? Can I design a memorable building suitable for the community to use?
<b>WTS</b>	Children experiment with a limited range of media and materials.	Beginning to use simple perspective in their work. Different grades of pencil have been used to achieve a varied tone	Can experiment with a range of collage techniques such as tearing, overlapping and layering to create images and represent textures.	Can design a building that shows influence from a famous architect.
<b>EXS</b>	Experiment with different media and materials for painting.	Beginning to develop an awareness of composition, scale and proportion i.e. foreground, middle ground and background. Different techniques such as shading, hatching and blending have been used.	Can experiment with a range of media using techniques such as tearing, overlapping and layering to create images and represent textures.	Can design a memorable community building influenced by a famous architect.
<b>GDS</b>	To experiment with different media and materials and justify choices as to why they have chosen selected materials.	Show a good understanding of composition, scale and proportion i.e. foreground, middle ground and background. Different techniques such as shading, hatching and blending have been used.	Use different techniques, colours and textures when designing and making a piece of work.	Can design a memorable community building influenced by a range of famous architects.