

Art KS2 ENDPOINTS



By end of year 6 pupils will be able to

Strand	Year 6
<p>Investigating and Exploring</p>	<p>Make drawings in a sketchbook and record observations of a range of artefacts and images studied annotating work and commenting on distinctive features.</p> <p>Collect, examine, select and use resource materials to inform thinking and contribute to the development of ideas.</p> <p>Use a wide range of visual techniques and secondary sources of information to support the development of projects.</p> <p>Annotate ideas and images collected including visits to museums and galleries, explain how they will inform own ideas.</p> <p>Identify how artists, designers and craft workers, from different cultures and historical periods, develop, express and represent their ideas, and how they will use this in their own work.</p>
<p>Drawing</p>	<p>Apply appropriate visual and tactile techniques to suit the intended purpose, including the use of computer packages.</p> <p>Use a framing device to isolate areas of images including the foreground, background and focal point.</p> <p>Use a wide range of techniques to create a range of effects.</p> <p>Make a range of small studies in a sketchbook using a viewfinder to select parts of an arrangement, composition or landscape.</p> <p>Create a composition showing more than one figure</p> <p>Create a composition showing a moving figure.</p>
<p>Painting</p>	<p>Use knowledge of colour families to create contrast.</p> <p>Create light and dark tones.</p> <p>Select and apply a wide range of appropriate painting techniques, giving reasons for choices.</p> <p>Use paint to represent objects in different ways, e.g. to show light that comes from more than one source, etc.</p> <p>Use a range of brushstrokes to indicate changes in shape and form.</p>
<p>3D Modelling</p>	<p>Create increasingly complex 3D forms using a wide range of materials.</p>

	<p>Use a wide range of techniques to join, combine and shape clay.</p> <p>Apply a range of techniques to the surface of clay, e.g. spraying, stippling and sponging, etc.</p> <p>Mix and combine a range of materials to create effective 3D models and collage.</p>
Printing	<p>Use and incorporate shapes and patterns in nature, the environment and different cultures and times.</p> <p>Talk about and evaluate a wide range of complex patterns, e.g. the work of Escher.</p> <p>Create complex surface textures by mixing and combining techniques.</p> <p>Make a multi-layered stencil.</p> <p>Make a multi-coloured block print.</p>
Textiles	<p>Use quilting, wire, padding and appliqué to support 3D projects.</p> <p>Create a simple paper pattern including accurate measurements.</p> <p>Use blanket stitch, herringbone and embroidery.</p> <p>Recreate and use the techniques of important crafts people throughout history.</p> <p>Create and use a wide range of materials, techniques and patterns to create a large-scale weaving project.</p>