

YEAR 6	
Drawing	<ul style="list-style-type: none"> •Do their sketches communicate emotions and a sense of self with accuracy and imagination? •Can they explain why they have combined different tools to create their drawings? •Can they explain why they have chosen specific drawing techniques?
Painting	<ul style="list-style-type: none"> •Can they explain what their own style is? •Can they use a wide range of techniques in their work? •Can they explain why they have chosen specific painting techniques?
Printing	<ul style="list-style-type: none"> •Can they overprint using different colours? •Do they look very carefully at the methods they use and make decisions about the effectiveness of their printing methods?
Sketch Books	<ul style="list-style-type: none"> •Do their sketch books contain detailed notes, and quotes explaining about items? •Do they compare their methods to those of others and keep notes in their sketch books? •Do they combine graphics and text based research of commercial design, for example magazines etc., to influence the layout of their sketch books. •Do they adapt and refine their work to reflect its meaning and purpose, keeping notes and annotations in their sketch books?
3D/ Textiles	<ul style="list-style-type: none"> •Can they create models on a range of scales? •Can they create work which is open to interpretation by the audience? •Can they include both visual and tactile elements in their work
Collage	<ul style="list-style-type: none"> •Can they justify the materials they have chosen? •Can they combine pattern, tone and shape?
Computing and IT	<ul style="list-style-type: none"> •Do they use software packages to create pieces of digital art to design. •Can they create a piece of art which can be used as part of a wider presentation?
Knowledge	<ul style="list-style-type: none"> •Can they make a record about the styles and qualities in their work? •Can they say what their work is influenced by? •Can they include technical aspects in their work, e.g. architectural design?
ASSESSMENT	<p>Develop their techniques, including their control and their use of materials, with experimentation and an increasing awareness of different kinds of art, craft & design</p> <p>Create sketch books to record their observations and use them to review and revisit ideas, and collect visual material to help them develop their ideas</p> <p>Improve their mastery of techniques, such as drawing, painting and sculpture with materials (e.g. pencil, charcoal, paint, clay)</p> <p>Learn about the greatest artists, architects and designers in history</p>