Year 6 — Art knowledge organiser

	Key vocabulary			<u>Artists</u>		
Composition	Balance	Imbalance				
Viewpoint	Weight	Foreground	the state of the s			
Horizon	Inking up	Abstract	internet the second			
Asthetic	Stylised	Complimentary	Monet: Poppies	Ansel Adams: Clearing winter storm	Picasso: Portrait of Dora Maar	

Art and Design—By the end of Year 6 I will know / be able to ...

Drawing	Painting and colour	Printing	Textiles and mixed media	Sculpture	Digital
 Make adventurous choices in drawing including paper and media. Draw from both observation and imagination. Draw whole people, with accurate proportions, in more challeng- ing postures and positions to indicate movement or actions. 	 Use sketchbooks to carry out preliminary studies, test media and materials and mix appropriate colours Choose appropriate paint, paper and implements to adapt and extend their work Create imaginative work from a variety of sources e.g. observational drawing, themes, poetry, music and those researched independently. Colour Confidently create shades (any colour mixed with black) and tints (any colour mixed with black) and tints (any colour mixed with white) Mix and match colours accurately. Demonstrate a secure knowledge about primary and secondary, warm and cold, complementary and contrasting colours. 	 Use previous knowledge to create prints on paper and fabric in a variety of ways Create printing blocks by simplifying an initial journal idea. Build up layers and colours / textures within prints Organise work in terms of pattern, rep- etition, symmetry, or random printing styles. Alter and modify work Work relatively inde- pendently 	 Experiment with creating mixed -media art work by combining a range of skills already learnt (e.g. drawing, batik, printing, sculpture, collage). Combine different techniques, colours, and textures etc when designing and making pieces of work 	 Develop skills in using clay including slabs, coils, slips, etc. Describe the dif- ferent qualities in- volved in modelling, sculpture and con- struction. Create 3D sculp- tures and construc- tions with increasing independence, using a variety of starting points, referring to sketchbooks. 	 Use apps or software to manipulate digital images Choose photos from a selection to include in sketchbooks Experiment with stop motion videos