

Art - Year 5 - Summer 2 - Design for a Purpose

Week	NC Objectives	Focus	Remember (prior knowledge)	Know (new knowledge)
1	<ul style="list-style-type: none"> - Become proficient in drawing, painting, sculpture and other art, craft and design techniques. - Evaluate and analyse creative works using the language of art, craft and design. - To improve their mastery of art and design techniques. 	Coat of Arms	<ul style="list-style-type: none"> - To know, recognise and describe shapes in an object and start my drawing by using sketchy lines to draw these (form) - To know how to compare the style of their work to the work of other artists - To know how to appreciate other peoples drawings. 	<ul style="list-style-type: none"> - To know how to design my own coat of arms by selecting and placing imagery appropriately within a shape (drawing) - To know what a coat of arms is and how symbols represent a person - To know and understand the context of design throughout human history
2	<ul style="list-style-type: none"> - Become proficient in drawing, painting, sculpture and other art, craft and design techniques. - Evaluate and analyse creative works using the language of art, craft and design. - To improve their mastery of art and design techniques. 	Designing Spaces	<ul style="list-style-type: none"> - To know how to draw a design for a three-dimensional piece - To know basic geometrical shapes (such as circles and squares) when they draw objects - To know how to use these shapes to help them draw, design and decorate more accurately - To know how to complete my drawing by adding: <ul style="list-style-type: none"> * detail * texture * colour (tone) 	<ul style="list-style-type: none"> - To know that a design requires both planning and purpose - To know how to work collaboratively to a design brief - To know and understand the work of an important British design team - To know that designers start with ideas and rough drawings before finalising their designs (colour)
3	<ul style="list-style-type: none"> - Become proficient in drawing, painting, sculpture and other art, craft and design techniques. - Evaluate and analyse creative works using the language of art, craft and design. - To improve their mastery of art and design techniques. 	Changing Spaces	<ul style="list-style-type: none"> - To know the best way to cut complex shapes, using scissors safely and carefully. - To know basic geometrical shapes (such as circles and squares) when they draw objects - To know how to use these shapes to help them draw, design and decorate more accurately 	<ul style="list-style-type: none"> - To know how to work collaboratively to a design brief and present ideas and designs clearly in a visual format - To know that designs can be reviewed and modified as a project develops (drawing) (colour) (line) (shape)

4	<ul style="list-style-type: none"> - Design purposeful, functional, appealing products for themselves and other users. - Based on design criteria generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology. 	What's in a name	<ul style="list-style-type: none"> - To know that a design requires both planning and purpose - To know how to work collaboratively to a design brief - To know how to appreciate other peoples drawings. 	<ul style="list-style-type: none"> - To know and understand how advertising, words, USP and packaging help to sell a product and to give it an identity - To know how to work collaboratively, knowing that designers work in teams - To know how to investigate and understand the use of language when naming a design product - To know how to design a product based on a word (drawing) (design)
5	<ul style="list-style-type: none"> - Design purposeful, functional, appealing products for themselves and other users based on design criteria generate, - Develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology 	Adverts	<ul style="list-style-type: none"> - To know that a design requires both planning and purpose - To know how to work collaboratively to a design brief - To know how to appreciate other peoples drawings. 	<ul style="list-style-type: none"> - To know how to work in a team to create and then "sell" a product idea to a client - To know that products have USP (unique selling points) - To know how to communicate through spoken and visual language to 'sell' a product