



# Year 6



## Autumn 1 – Ancient Egypt

### Skills and Knowledge

- Review and revisit ideas in their sketchbooks.
- Think critically about their art and design work.
- Use a variety of techniques to add effects, e.g. shadows, reflection, hatching and cross-hatching;
- Depict movement and perspective in drawings;
- Use a variety of tools and select the most appropriate.
- Create a colour palette, demonstrating mixing techniques.
- Plan and design a sculpture.
- Use tools and materials to carve, add shape, add texture and pattern.
- Develop cutting and joining skills, e.g. using wire, coils, slabs and slips.
- Use materials other than clay to create a 3D sculpture.
- Give detailed observations about notable artists', artisans' and designers' work.
- Offer facts about notable artists', artisans' and designers' lives.
- Use key vocabulary to demonstrate knowledge and understanding in this strand.

### Key Vocabulary

sketchbook, develop, refine, texture, shape, form, pattern, structure, line, texture, pattern, tone, smudge, blend, mark, hard, soft, light, heavy, mural, fresco, portrait, graffiti, abstract, absorb, colour, impressionism, impressionists, structure, texture, join, tram, cast, Leger, Hockney, Man Ray