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| **Milestones 3 Year 5 and 6** | | |
| **Art and Design** | **Technology** | **Music** |
| **To develop ideas**  • Develop and imaginatively extend ideas from starting points throughout the curriculum. • Collect information, sketches and resources and present ideas imaginatively in a sketch book. • Use the qualities of materials to enhance ideas. • Spot the potential in unexpected results as work progresses. • Comment on artworks with a fluent grasp of visual language. | **Master Skills: Food**  • Understand the importance of correct storage and handling of ingredients (using knowledge of micro-organisms).  • Measure accurately and calculate ratios of ingredients to scale up or down from a recipe.  • Demonstrate a range of baking and cooking techniques.  • Create and refine recipes, including ingredients, methods, cooking times and temperatures | **To perform**  • Sing or play from memory with confidence.  • Perform solos or as part of an ensemble.  • Sing or play expressively and in tune.  • Hold a part within a round.  • Sing a harmony part confidently and accurately.  • Sustain a drone or a melodic ostinato to accompany singing.  • Perform with controlled breathing (voice) and skillful playing (instrument). |
| **Master Techniques: Painting**  • Sketch (lightly) before painting to combine line and colour. • Create a colour palette based upon colours observed in the natural or built world. • Use the qualities of watercolour and acrylic paints to create visually interesting pieces. • Combine colours, tones and tints to enhance the mood of a piece. • Use brush techniques and the qualities of paint to create texture. • Develop a personal style of painting, drawing upon ideas from other artists. | **Master Skills: Materials**  • Cut materials with precision and refine the finish with appropriate tools (such as sanding wood after cutting or a more precise scissor cut after roughly cutting out a shape).  • Show an understanding of the qualities of materials to choose appropriate tools to cut and shape (such as the nature of fabric may require sharper scissors than would be used to cut paper). | **To compose**  • Create songs with verses and a chorus.  • Create rhythmic patterns with an awareness of timbre and duration.  • Combine a variety of musical devices, including melody, rhythm and chords.  • Thoughtfully select elements for a piece in order to gain a defined effect.  • Use drones and melodic ostinati (based on the pentatonic scale).  • Convey the relationship between the lyrics and the melody.  • Use digital technologies to compose, edit and refine pieces of music. |
| **Master Techniques: Collage**  • Mix textures (rough and smooth, plain and patterned). • Combine visual and tactile qualities. • Use ceramic mosaic materials and techniques. | **Master Skills: Textiles**  • Create objects (such as a cushion) that employ a seam allowance.  • Join textiles with a combination of stitching techniques (such as back stitch for seams and running stitch to attach decoration).  • Use the qualities of materials to create suitable visual and tactile effects in the decoration of textiles (such as a soft decoration for comfort on a cushion). |
| **Master Techniques: Sculpture**  • Show life-like qualities and real-life proportions or, if more abstract, provoke different interpretations. • Use tools to carve and add shapes, texture and pattern. • Combine visual and tactile qualities. • Use frameworks (such as wire or moulds) to provide stability and form. | **Master Skills: Electrical / Computing**  • Create circuits using electronics kits that employ a number of components (such as LEDs, resistors, transistors and chips).  • Write code to control and monitor models or products. | **To transcribe**  • Use the standard musical notation of crotchet, minim and semibreve to indicate how many beats to play.  • Read and create notes on the musical stave.  • Understand the purpose of the treble and bass clefs and use them in transcribing compositions.  • Understand and use the # (sharp) and ♭ (flat) symbols.  • Use and understand simple time signatures. |
| **Master Techniques: Drawing**  • Use a variety of techniques to add interesting effects (e.g. reflections, shadows, direction of sunlight).  • Use a choice of techniques to depict movement, perspective, shadows and reflection.  • Choose a style of drawing suitable for the work (e.g. realistic or impressionistic).  • Use lines to represent movement. | **Master Skills: Construction / Mechanics**  • Develop a range of practical skills to create products (such as cutting, drilling and screwing, nailing, gluing, filling and sanding).  • Convert rotary motion to linear using cams.  • Use innovative combinations of electronics (or computing) and mechanics in product designs | **To describe music**  • Choose from a wide range of musical vocabulary to accurately describe and appraise music including:      • pitch      • dynamics      • tempo      • timbre      • texture      • lyrics and melody      • sense of occasion      • expressive      • solo      • rounds      • harmonies      • accompaniments      • drones      • cyclic patterns      • combination of musical elements      • cultural context.  • Describe how lyrics often reflect the cultural context of music and have social meaning. |
| **Inspiration from the greats**  • Give details (including own sketches) about the style of some notable artists, artisans and designers. • Show how the work of those studied was influential in both society and to other artists. • Create original pieces that show a range of influences and styles. | **Design, Make, Evaluate, Improve**  • Design with the user in mind, motivated by the service a product will offer (rather than simply for profit).  • Make products through stages of prototypes, making continual refinements.  • Ensure products have a high quality finish, using art skills where appropriate.  • Use prototypes, cross-sectional diagrams and computer aided designs to represent designs |
| **Master Techniques: Textiles**  • Show precision in techniques.  • Choose from a range of stitching techniques.  • Combine previously learned techniques to create pieces. | **Inspiration from design in history**  • Combine elements of design from a range of inspirational designers throughout history, giving reasons for choices.  • Create innovative designs that improve upon existing products.  • Evaluate the design of products so as to suggest improvements to the user experience. |
| **Master Techniques: Digital Media**  • Enhance digital media by editing (including sound, video, animation, still images and installations). |
| **Master Techniques: Print**  • Build up layers of colours.  • Create an accurate pattern, showing fine detail.  • Use a range of visual elements to reflect the purpose of the work. |