

Art lessons and outcomes

Year 5 - Design for a Purpose

Lesson	Detail	Outcome	National Curriculum links
1: Coat of Arms	After learning about how the coat of arms originated and how they are used today, children create a design of their own.		 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.
2: Designing Spaces	Working to a specific brief, children work collaboratively to create a design for an empty room.	Kepon	 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.
3: Changing Spaces	Children use cut out shapes to help them experiment and develop their design ideas.	Kspou	 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.
4: What's in a name?	Pupils are given a word as a product name, which they then devise a product idea for.	Give each group a word to play with, which they will then take into a concept and a product. For example, 'sumptuous' (splendid and expensive-looking). What could this be? A dark chocolate? A hot drink? A product to put in the bath water? etc.	 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.
5: Adverts	Children create and then present a pitch to sell their product.	Working in the same groups as the previous lesson, pupils start to develop their products. Encourage them to allocate different tasks to people, so that everyone knows their role.	 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