# Term 1

## Year 6 Art -









#### Key Vocabulary

#### Mood

The atmosphere in a painting, or the feeling expressed. E.g tranquil, dark, angry, happy.

#### Natural

Colours taken from nature and the world around us e.g. trees, soil, the sea.

#### Complimentary colour

Pairs of colours. When placed next to each other, they create a strong contrast. Sometimes called 'opposite' colours.

#### War Art

Art created to document first hand experience of war, produced by artists commissioned by the government.

#### Realism

Accurate, detailed representation of nature or



#### Sticky Knowledge

Artists use colour choices carefully to communicate and emotion, mood or atmosphere.

Art is a conduit for emotions, reflection and putting into words people's experiences during times of war and unprecedented terror.

During times of war, Artists craft images that influenced public opinion and supported mobilization efforts.

### <u>Links to Previous</u> <u>Learning</u>

Year 1 –The colour wheel—naming primary and secondary colours.

Year 3/4—Understand how colour can convey a mood.

Year 5 - Mastering artistic techniques by drawing ideas from other artists.



### Year 6 - DT

Ro-

## Term 1







### Key Vocabulary

- Algorithm A set of step-by-step instructions a computer follows to solve a problem or complete a task.
- Audio Models Computer systems designed to understand, create, or process sound, like speech or music.
- **Copyright** A legal right that protects someone's original work (like music, books, or software) from being used without permission.
- **Machine** A device or tool with moving parts that performs a task, often using power.
- **Pattern Recognition** The ability of a computer or human to identify and understand repeated shapes, sounds, or behaviors in data.

#### bots—

### <u>Links to Previous</u> <u>Learning</u>

Year 5—Crumbles and processing

### Sticky Knowledge

Programs use algorithms to complete outputs.

Al uses written programs to accomplish specific goals.

