

# Art – Digital Media – Year 6 Spring Term

## Prior Learning

Children will build on existing skills from across Key Stage

## Vocabulary

**Design brief** – it outlines the most important factors to consider when starting a project.

**Armature** – an underlying, unseen structure usually made of metal or wood to provide support for a sculpture.

**Evaluation** – to judge how successful the final product is.

**Mixed-Media** – using more than one medium to create a piece of art.

**Texture** – using 2d or 3d techniques to create pattern/texture within work

**Layering** – applying different materials on top of one another.

## Cross-Curricular Links

Children will refine their use of editing and functions within iPad applications. This will build upon existing Computing knowledge.

## Processes and techniques

Step 1	Identify the colours and styles of Ancient Egypt art work. Use of colour mixing and limited opportunity to use colour.
Step 2	Explore and appraise different representations of birds within art and sculpture. Focus on use of colour, texture.
Step $\frac{3}{4}$	Create a design brief to build in ideas. Use a range of paint and surfaces to explore texture within our sculpture.
Step 5	Create sculpture applying techniques adapted throughout the unit. Appraise work; self/peer assess related to design brief and success criteria.



## Inspiration – artist focus Mike Barrett Digital artist.

I have been a freelance creative artist for 21 years now and have loved every minute of every day and of each new challenge that has presented itself along the way, whether working alone or in collaborative projects. I am compelled to create on a day to day basis using words, drawings, photographs, music and sound. It's more a way of life than an occupation.

## Can I answer?

What is the most effective way to edit an image?

How are different effects created within the apps?

How many processes were involved in creating the final image?