

YEAR SIX

**AUTUMN
TERM**

Topic/Theme
Drawing and painting.

Influences
*Inspired by music and
Wassily Kandinsky*



Knowledge and skills for this unit.

Exploring and Developing Ideas

- Explore the work of artists, craftspeople and designers from different times and cultures.
- Question and make thoughtful observations about starting points and select ideas to use in their work.

Drawing

- Use a journal to collect and develop ideas.
- Identify artists who have worked in a similar way to their own work.
- Use dry media to make different marks, lines, patterns and shapes within a drawing.
- Experiment with wet media to make different marks, lines, patterns, textures and shapes.
- Explore colour mixing and blending techniques with coloured pencils.
- Use different techniques for different purposes i.e. shading, hatching within their own work.
- Start to develop their own style using tonal contrast and mixed media.
- Begin to develop an awareness of composition, scale and proportion in their paintings e.g. foreground, middle ground and background.
- Show an awareness of how paintings are created i.e. composition.

Painting

- Develop a painting from a drawing.
- Carry out preliminary studies, trying out different media and materials and mixing appropriate colours.
- Create imaginative work from a variety of sources e.g. observational drawing, themes, poetry, music.
- Mix and match colours to create atmosphere and light effects.
- Be able to identify and work with complementary and contrasting colours.

Evaluating Review

- Annotate work in a journal.
- Compare ideas, methods and approaches in their own and others' work and say what they think and feel about them.
- Adapt their work according to their views and describe how they might develop it further.

Collage

- Add collage to a painted or drawn background.
- Use a range of media to create collages.

Vocabulary

Artist, explore, create, style, observe, annotate, compare, methods, approaches, adapt, accurate, purpose.

Observation, tone, intricate pattern, shape, techniques, perspectives, source material, composition, grades, dexterity, third dimension. Control, media, scale, adapt, sketching, hatching, improve, adapt

Composition, research, analyse, **Particular effects, mixing, warm/cool colours, express, hues, texture, tone, observed, emotion,** primary/secondary colours, specific, represent, appropriate, natural/ manmade

tear, cut, experimentation, adapt, design criteria, surface pattern, texture, decorative

