

Art and Design

Unit 1 – Formal Elements of Art

Y6

In this unit we will be consolidating all formal elements of art through the exploration of still life. We will be using a range of materials, drawing on inspiration from a varied selection of art styles. We will learn about a range of artists, responding to their work in our own art. We will be producing still life art in pencil and charcoal, and will be exploring negative medium, monochromatic painting and visual minutes.

Knowledge

- Know that hue refers to a colour or shade of a colour
- Know how colour can be used to represent feelings and mood.
- Know how to create abstract art using minimal lines
- Know how shape is distorted in abstract art
- Know how to represent abstract patterns
- Know how to represent the textures of different materials
- Know how to use tone to describe light and shade, contrast and shadow.
- Know how darker and lighter tones can be created using paint
- Know how to accurately mix colours to create shade and tone
- Use charcoal/chalk effectively to show light and shade, contrast/ shadow
- Know that monochromatic art is a single base hue, extended using shades, tones and hints.
- Know how sketching is different to drawing
- Know what is meant by a negative image drawing
- Understand chiaroscuro in drawing - an effect of contrasted light/ shadow.
- Know that underpainting is the first layer of paint, used as a base for other layers
- Analyse and evaluate artwork using referring to scene, title, technique, form and shape and colour and light
- Know that visual minutes is art expressing a concept or point as a simplified, easy-to-understand graphic.
- Know realism art is an attempt to represent a subject matter truthfully.

Skills

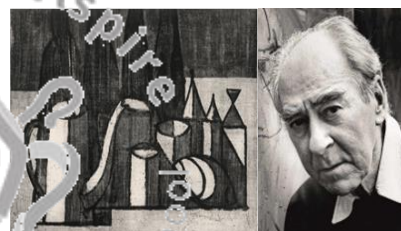
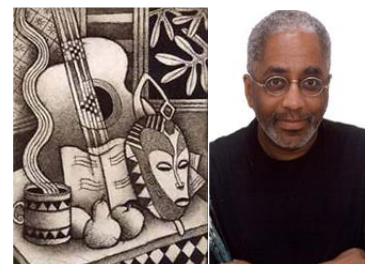
- Use colour to represent feeling and mood when representing memories through art.
- Use line effectively to create sophisticated abstract drawings
- Sketch the key shapes of objects from different angles when drawing still life
- Represent the texture of different materials
- Draw using a negative medium, identifying areas of light and dark.
- Mix paint accurately to create different shades of one colour to create tone.
- Represent ideas graphically, combining words and graphics
- Use underpainting to create layers within a painting.
- Analyse and evaluate artwork using referring to scene, title, technique, form and shape and colour and light
- Adapt the techniques of other artists to create abstract drawings
- Talk about the use of pattern within cultural artwork

Vocabulary

still life, composition, proportion, sketching, drawing, shading, negative medium, underpainting, hue, tone, graphic representations, visual minutes, realism, symbolism, character

Inspiring Individuals and their art

Keith Mallett: Has worked as a painter, etcher and ceramic artist. His subject matter ranges from figurative to still life and abstracts. His work has been exhibited around the world and his paintings have appeared in films and



Iberê Camargo: Was a Brazilian painter, one of the greatest expressionist artists from his country. Shortly after his death, the Iberê Camargo Foundation was created by his widow.

Liam York: UK based artist who creates portraits that appear to magically come to life when the colours are inverted.



Paul Cezanne: One of the most influential artists in the history of modern painting. In his still-life paintings he experimented with subtly gradated tonal variations, to create depth in his objects.

Kirsti Davies: Has worked for the Eden Project doing a variety of artistic roles, including freelance illustration and visual minutes for many of their external projects and events.



Edward Hopper: Was an American painter and printmaker who was active in the mid-20th century. His style is realism and the subjects of his paintings, drawings and prints depict his personal vision of American life.