

Art and Design

Unit 1 – Formal Elements of Art

Y3

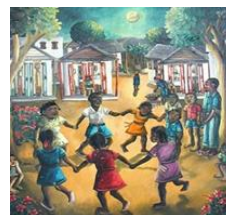
In this unit we will be exploring the formal elements of art and design, covering shape and tone. We will be using a range of materials, drawing on inspiration from a varied selection of art styles. We will learn about a range of artists, learning how to describe the differences and similarities between different practices and disciplines while making links to our own work.

Knowledge

- Know that in nature objects are usually formed from wavy lines.
- Know that man-made objects often consist of straight lines.
- Know that the points, lines, shapes and space that make up simple 2D and 3D shapes are known as 'geometry'
- Know how to manipulate wire safely to form different shapes.
- Know that 'tone' refers to the light and dark areas of an object or artwork.
- Know the four rules of shading to create tone.
- Know the features of cartoon art

Inspiring Individuals and their art

Wilson Bigaud: A Haitian painter. Born in Port-au-Prince, Bigaud first worked with clay before becoming a painter.



Tony Rubino: His designs, comics, and words can be found on greeting cards and other product lines such as calendars, posters, and apparel sold in stores and catalogues worldwide.

Skills

- Identify 2D shapes within images and objects
- Identify, draw and label simple shapes found in everyday objects
- Be able to see basic geometrical shapes when drawing objects and use these shapes to make drawing more accurate
- Use guidelines to help set out and draw shapes within objects from observation
- Create and form 3D shapes from wire
- Control a pencil to shade tones smoothly from light to dark using the four rules of shading
- Apply even layers of pencil tone when shading
- Blend tones gradually so that there aren't any sudden changes from dark to light
- Draw cartoon characters, inspired by the style of other artists

Yue King: Born in the Philippines, creates artworks where he combines the use of wire tightly fastened to objects of nature to create organic forms and figures.



Paul Cézanne: A French artist whose early work is often concerned with the figure in the landscape, but later in his career focused on still life.

Clara Aden: A Nigerian professional studio artist, an illustrator, story board and urban artist.



Vocabulary

geometric, shapes, geometry, 2D, 3D, wire, sculpture, shading, tone, light, dark, cartoon, characters, style



Carl Giles: Born in 1916, he started his artistic career as an animator and became a major newspaper cartoonist from 1947 to 1991.