



Year 6: Art and Design Skills

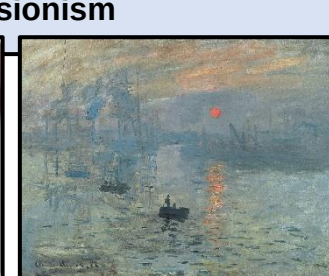
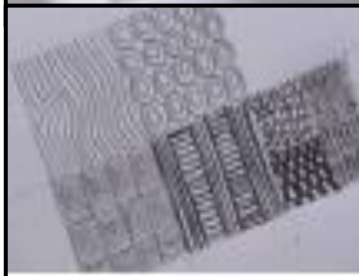
Key Vocabulary	Definition
Impressionism	A style of painting that focuses on the effects of light and atmosphere on colour and forms
Post-Impressionism	This term is applied to painting styles of the late 19 th and 20 th centuries
Motivations	When a piece of art is connected to what is important to the artist
Complex colours	Secondary colours which have a sophisticated and specific tone,
Zentangle pattern	A method of creating beautiful images from repetitive patterns
Prototype	Is an early sample, model or release of a product built to test a concept
Dynamic	Dynamic means the visual communication of artwork
Technique	The way or ability an artist employs technical skills

Artist links: Claude Monet and Edward Hopper



Zentangle Patterns

Zentangle printing



Impressionism



Year 6: Coverage of Art and Design skills (6.5 hours)

Cross Curricular Links:

English (Poetry)
Music

Think like an artist by:

Increasing awareness of how to use tone to describe light and shade, contrast and shadow

Local Links:

FACT Art Exhibition-
Liverpool

National Curriculum Coverage:

To improve the mastery of Art and design techniques, including painting, drawing and sculpture with a range of materials

Evaluate and analyse creative works using the language of art, craft and design

Become proficient in drawing, painting, sculpture and other art, craft and design techniques

Vocabulary

Impressionism
Post Impressionism
Zentangle Pattern
Abstract

Prior Learning

Analysing and evaluating artists use of tone

Developing a greater understanding of vocabulary when discussing their own and the work of others

Compositing original designs by adapting and synthesising the work of others

Constructing images through various methods

Key Content

Creating zentangle patterns and developing knowledge of abstract drawing created by repetitive patterns

Develop accurate drawing skills
Explore mixing colours to match that of an original picture
Discuss and explore work of art
Explore the fundamental elements of art including, scene, tone, technique, form etc

Lesson Sequence:

Can I accurately draw what I see of the Japanese Footbridge by Claude Monet?

Can I explore mixing colours and apply it to my drawing of the Japanese Footbridge?

Can I create a zentangle pattern?

Can I print using my zentangle pattern?

Can I explore the work of Edward Hopper?

Can I recognise fundamental elements of art?