

Art skills

Year 5 and 6

Phase: UKS2

Strand: Drawing and colour

What should I already know?

- Use a sketchbook for collecting ideas and developing a plan for a completed piece of artwork.
- Use taught technical skills to adapt and improve your work.
- Articulate how you might improve their work using technical terms and reasons as a matter of routine.
- Describe some of the key ideas, techniques and working practices of artists, architects and designers.
- Create different effects by using a variety of tools and techniques such as bleeds, washes, scratches and splashes.
- Experiment with creating mood, feeling, movement and areas of interest by selecting appropriate materials and learnt techniques.

Knowledge (Learning)

- Develop different ideas which can be used and explain choices for the materials and techniques used. (5)
- Investigate the potential of new and unfamiliar materials and use these learnt techniques within your work. (5)
- Evaluate work against an intended outcome. (5)
- Research and discuss various artists, architects and designers and discuss their processes and explain how these were used in the finished product. (5)
- Select ideas based on first hand observations, experience or imagination and develop these through open ended research. (6)
- Refine use of learnt techniques. (6)
- Adapt final work following feedback or discussion based on their preparatory ideas. (6)
- Describe the work and ideas of various artists, architects and designers. (6)
- Explain and justify preferences towards different styles and artists. (6)

Vocabulary

technique - technical skills of a particular art

artist/designer – a creative and skilled person

design – to sketch or plan

media – materials and tools used by an artist

tone - lightness or darkness

mood – atmosphere, state of mind or feelings

warm colours - contain more yellow

cold colours – contain more blue

abstract - use shapes, colours, forms and gestural marks to achieve its effect

graffiti – art produced by scratching a design into a surface

mural – work of art created on a wall

hip-hop – rap music and graffiti art from 1980's popular culture

Skills (Techniques)

- Mix colours to express mood or demonstrate tones. (5)
- Return to work over longer periods of time and use a wider range of materials. (5)
- Use different techniques, colours and textures when designing and making pieces of work and explain his/her choices. (6)

We will be sketching landmarks in the UK

Prior pieces of art:

Lowry – year 3 and 4

Drawing of Derby landmarks Year 2

Formal elements of Art (Skills)

The Art Elements

An artwork is made up of different elements, often used together to make a final piece of art.



Colour

There are 3 primary colours: red, yellow and blue. Mixing 2 primary colours together creates a secondary colour: orange, purple or green. Tertiary colours are created by mixing a primary and a secondary colour together.

A colour wheel can be used to show which colours are harmonious when placed together.

Warm colours are red, and include oranges, yellows, and browns. Cold colours are blue and include greens, violets, and greys. Black, white and grey are neutral colours.

Line

A line is a mark that is longer than it is wide. A line could be created using materials such as a pencil, pen, or a brush dipped in ink. A line can be straight or curved. It can be horizontal, vertical or diagonal, and can change direction.



Shape

A shape is flat, and created by a closed line. The shape might be an outline or filled with solid colour, shading, or a pattern. Shapes can be geometric, like squares or triangles. They can also be irregular, or natural shapes, such as puddles or leaves.



Colour Wheel

This colour wheel shows which colours are harmonious when placed together. Colours that are opposite each other on the colour wheel are complementary, and can be used to create contrast.



Form

Form is a three dimensional shape. It may be a regular shape, such as a cube or pyramid, or an irregular, organic shape. Form can be expressed in 3D, such as in a sculpture. Artists can also use tone and perspective to create an illusion of form in a 2D artwork.



Right: Large Two Forms, 1966
By Henry Moore.

Space

Space is the area around or between objects. Space includes the background, foreground, and middle ground. A space can be negative or positive.



Texture

Texture refers to the surface quality of something, and the way it feels. Actual texture really exists, and you are able to touch it e.g. the texture of different fabrics in a collage.

Visual texture is an illusion of texture, created using lines, shapes, colours or tones. A texture can look different to how it really feels e.g. a drawing of a sheep might look fluffy, but the paper feels smooth to the touch.



Value

Value is the lightness or darkness of a colour. High value is light, with white being the highest.



Low value is dark, and black is the lowest. Using different values creates contrast, which helps the viewer to see and understand the image, such as in a black and white photograph.

Pattern

A pattern uses a repeated design or a motif, created using line, shape, or tone. The design can be simple or complex. Some patterns are man-made, such as the designs on our clothes. Some patterns are natural, such as the markings on a tiger's fur.



Tone

The tone of something refers to how light or dark it is. Areas with lots of light are called highlights, and darker areas are called shadows. There are a range of tones in between. Shading can be used to create different tones in a drawing.

