

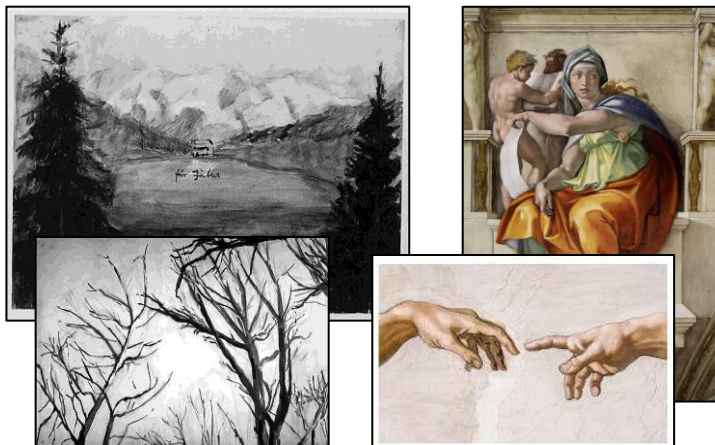
Vocabulary

sketch	A quick drawing used to practise ideas.
tone	How light or dark something is
shade	A darker or lighter version of a colour
texture	The way something feels or looks like it feels, for example rough, smooth or bumpy.
perspective	A way of showing depth and distance in a drawing
painting	Creating an image using paint
technique	A particular method or skill used by an artist

Additional words we will use:

- hatching
- cross-hatching
- stippling
- blending
- composition
- form
- contrast
- atmosphere
- scale
- style
- medium
- refine
- evaluate

Sketching and Painting Kiefer and Michelangelo



Lessons in this unit:

Lesson 1: To know about the artist Anselm Kiefer and how he creates his artwork

Lesson 2: To know how artists use sketching, tone and texture to create form

Lesson 3: To apply sketching techniques to create a Kiefer-inspired building artwork

Lesson 4: To know about the artist Michelangelo and compare his artwork with Kiefer's

Lesson 5: To know how artists use colour, tone and brush techniques to create effects

Lesson 6: To apply painting techniques to create a Michelangelo-inspired artwork

Lesson 7: To evaluate and compare artwork using artistic vocabulary

End-of-Unit Assessment: Outcome 1 – Kiefer-inspired sketch, Outcome 2 – Michelangelo-inspired painting, Final Evaluation & Comparison.

What do I already know?

In KS1 I learned about:

- What colour, pattern, texture, line, shape, form and space mean in Art.
- How to mix colours, including primary and secondary colours, and create tints and shades.
- How artists use line, shape, colour and texture in landscapes and cityscapes.
- How to use pastels, including smudging to create different effects.
- How artists such as Monet, Van Gogh and Metzinger use colour, texture and brushstrokes in their artwork.
- How to compare artworks, identifying similarities and differences in colour, shape, texture, pattern and style.

Links to the NC:

National Curriculum Objectives

Pupils should be taught to:

Develop techniques, including control and use of materials

Create sketchbooks to record observations and revisit ideas

Improve mastery of drawing, painting and sculpture

Learn about great artists, architects and designers