

All children – regardless of gender, starting point or background – will have the opportunity to engage with a high-quality art and design education. They will be equipped with the knowledge, skills and vocabulary to experiment, invent and create a range of art techniques including colour, texture, shape, line, space, form and pattern. Children will learn about a range of artists, craft makers, architects and designers and have opportunities to design and create a broad range of artwork. We intend to inspire a sense of enjoyment and curiosity about art and design.

## Sketching



Spring 1

### Igniting Prior Knowledge:

Year 4 (*Sketching: Rainforests - Oenone Hammersley*)

- Pencils have a grade of softness (1B-9B), B for blackness and hardness (1H-9H) B is the blackness, and h is for hardness.
- There are different drawing materials (charcoal, crayons, felt pens, biro, drawing ink, pastels) can be used for different purposes.
- Artists use light and shadow (to focus our attention, create mood, etc).
- Artists can make what they depict look three-dimensional, despite working in two dimensions, by creating an illusion of depth.
- Artwork has a foreground, middle ground, and background.
- There are different styles of drawing; graphic (cartoon, graffiti, caricatures etc), realistic (portrait, still life etc) and abstract (fine art, emotions).

### Key Vocabulary:

- Vanishing point
- Horizon line
- Central line
- One-point perspective
- Two-point perspective
- Converge
- Illusion
- Focal point
- Third dimension

**Artist — Stephen Whiltshire**



### New Knowledge:

- Styles of drawing can be used in different ways within art and industry; 1. graphic (cartoon, graffiti, fashion design etc.) 2. realistic (portrait, still life etc.) 3. technical (architecture, product design, plans, diagrams, instructions) 4. Illustration (books, magazines) 5. Abstract (fine art) 6. Sculptural (3D, wire, card, architectural models) 7. Digital (using computers, tablets, film) other materials.
- Perspective is the art of representing three-dimensional objects on a two-dimensional surface to give the impression of their height, width, depth, and position in relation to each other.
- The vanishing point is the point at which receding parallel lines viewed in perspective appear to converge.
- Surfaces that face the viewer are drawn using their true shape.
- Surfaces that travel away from the viewer converge towards a single vanishing point.
- One-point perspective is a drawing method that shows how things appear to get smaller as they get further away, converging towards a single 'vanishing point' on the horizon line.
- Two-point perspective uses two vanishing points placed on the horizon line.
- Linear perspective is a method using lines to create the illusion of space and depth on a 2D surface. One-point and two-point perspective drawing are types of linear perspective.
- All forms of linear perspective involve the horizon line, vanishing point(s), and lines of perspective that recede or advance to the vanishing point(s).