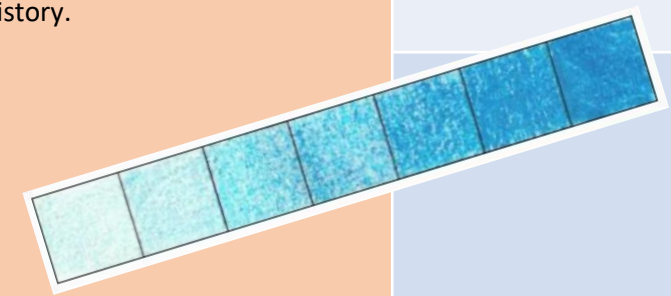
Painting and Colour Theory | Art | Years 5 & 6 | Spring Term 2026-27

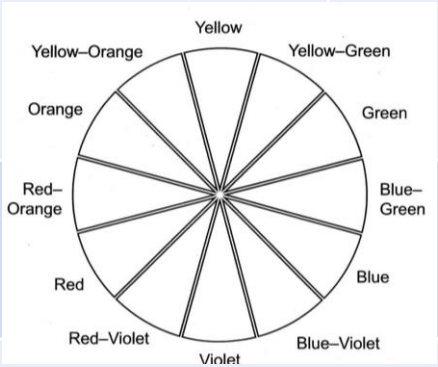
National Curriculum Art & Design - Knowledge

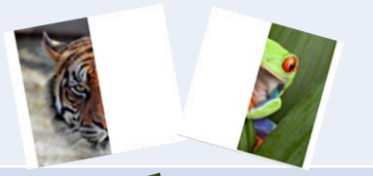
- Develop techniques, including control and use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.
- Create sketch books to record observations and use them to review and revisit ideas.
- Improve mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay).
- Learn about great artists, architects and designers in history.

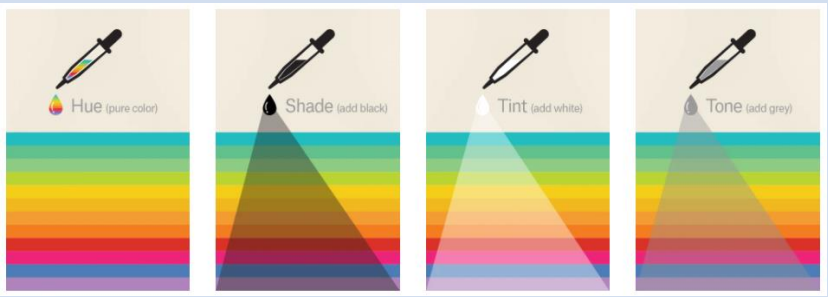


Key Learning

Georgia O'Keeffe (1887 – 1986) was an American modernist painter who painted nature in a way that showed how it made her feel. She is best known for her painting of flowers and desert landscapes.







Vocabulary

Colour Wheel: first designed by Sir Isaac Newton in 1666; used by artists today to develop colour harmonies, mixing and palettes.
Primary Colours: red, blue and yellow.
Secondary Colours: orange, green and purple; made by mixing two primary colours.
Tertiary Colours: colours made from mixing primary and secondary colours, such as blue-green or red-violet.
Complementary Colours: opposite colours on the colour wheel.
Analogous Colours: adjacent colours on the colour wheel.
Harmony: the quality of forming a pleasing and consistent whole; the state of agreement or concord.
Palette: the range of colours used by a particular artist or in a particular picture.
Warm colours: yellows, oranges, reds; are generally associated with energy, brightness and action.
Cool colours: green, blues, purples; are often identified with calm, peace and serenity.
Hue: a pure colour on the colour wheel.
Tint: lightens a true colour (hue) by a degree.
Shade: darkens a true colour (hue) by a degree.
Portrait: an artistic representation of a person, in which the face and its expressions are predominant.
Colour matching: the process of blending different colours to match the colour used in one medium to another e.g. paints to match a photo.

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Key Learning: Create own tessellation artwork in the style of M.C. Escher.	
1	**The Colour Wheel.** Recap primary and secondary colours, including how these are made. Revise meaning and uses of complementary colours and analogous colours and who invented the first colour wheel (Sir Isaac Newton). Introduce tertiary colours. Apply learning to mix colours and paint own colour wheel.
2	**Hue, Tint and Shade.** A 'hue' is a pure colour on the colour wheel' A tint is made by lightening a hue by a degree using white. A tint is made by darkening a hue by a degree using black. Choose a hue then create a tint progression strip and a shade progression strip by mixing in appropriate degrees of white or black paint, accordingly.
3	**Colour matching.** Colour matching is the process of creating the same colour from one medium in a different medium e.g. a photograph vs paint. Use colour mixing skills and knowledge of hue, tint and shade to complete an animal half-portrait by appropriately matching the colour between the two mediums.
4	**Art Critique: Georgia O'Keeffe.** Learn about the life and work of modernist artist, Georgia O'Keeffe. Choose and critically analyse an example of her work, commenting on: likes and dislikes; content; form; and process.
5 & 6	**Create own artwork in the style of Georgia O'Keeffe.** Share top tips for mixing colours and matching them across mediums. Say what is easy and difficult about this process, including giving recommendations to 'fix' mistakes. Consider overall composition and its components, making conscious choices. Sketch composition boundaries then add colour/paint to complete final piece.