

National Curriculum Art and Design - Knowledge

Key Learning

Vocabulary

- create sketch books to record their observations and use them to review and revisit ideas
- To improve their 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

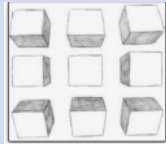
Study and critically analyse artwork by: Sue Averell (1957 - present), USA - particularly her artwork on cityscapes.



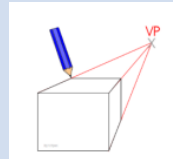
Use 2D observational drawing skills to complete a well known building



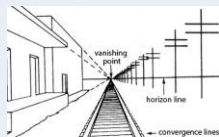
To learn how to draw cubes and cuboids from different angles



Learn how to use a vanishing point on the horizon to how perspective.



How to use a vanishing point on the horizon with parallel and perpendicular lines converging to show perspective



Apply these skills to create a Sue Averell inspired cityscape.



- perspective** – The way something is viewed
- parallel** – Two lines that run alongside but never meet
- perpendicular** – Where two lines meet at a right-angle
- Vanishing point** – The spot on the horizon that you can't see beyond
- Horizon** – The horizontal line where the land meets the sky
- Convergence**- The point where two lines meet
- Composition** – How objects are placed together to create a scene

Sequence of learning – Perspective	
1	Who is Sue Averell? Critical study of Sue Averell and her work – focussing on cityscapes.
2	Can I identify and copy features of buildings? Looking in detail at the front of the school building, what features can you see. Complete the picture.
3	Can I draw 3D shapes? Introduce how to draw 3d shapes – cubes, cones, pyramids and cylinders. Children experiment and explore the techniques.
4	What is a vanishing point? Introduce vanishing points and how they are used to show distance. Draw a square then add the horizon and a vanishing point. Draw the sides by using the vanishing point.
5	How can we use the horizon and a vanishing point to create perspective in a city? Draw the horizon, a vanishing point, the road and some buildings – making sure the front face is flat then using the vanishing point to add in the side lines.
6	Finial piece - Create a city scene with either 1 or 2 vanishing points on the horizon, using all the skills learnt this topic.