

Alder Coppice Primary School - Knowledge Organiser

Art & Design

Year 5

Unit 2 Colour

What I Should Already Know

Colour

- Know how to create an accurate design following given criteria.
- Know how to express emotion through art.

Study of Great Artists

- How to research the work of an artist and use their work to replicate a style.
- How to begin to develop a fluent grasp of visual language.
- How to explain some of the features of art from historical periods.

What I should know by the end of the Unit

- How to develop colour palettes for different effects to create mood e.g., confidence, hope, kindness, jealousy, hatred etc.
- To mix colours effectively
- To experiment with the styles used by other artists.
- To know how different artists developed their specific techniques.

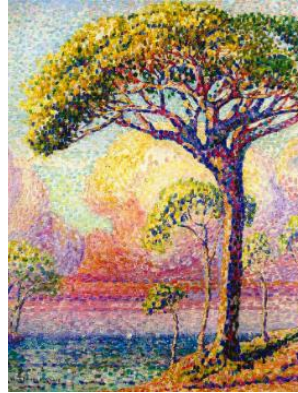
ARTIST:



Georges Seurat
1859-1891

Skills and Enquiry

Key Question: How can I use a variety of techniques to add different effects?



Bathers at Asnières



Unit Specific Vocabulary

Colour Wheel – a circle with different coloured sectors used to show the relationship between colours.

Primary Colours – Colours which can be mixed together to make other colours. They are red, yellow and blue. They cannot be made from any other colours.

Secondary Colours – One of the three colours made by mixing two of the primary colours. They are made from mixing equal amounts of the primary colours.

Tertiary colours – If you mix primary colours with secondary, in a ratio of 2:1, you get a tertiary colour. E.g. red-orange or blue-green.

Neutral Colours – these colours don't show on the colour wheel. Often black and brown.

Tint – Adding white to a colour (lightens the colour)

Tone – Adding black to a colour.

Warm Colours – used to describe vivid or bold colours, such as red, yellow or orange.

Cool Colours – used to describe a calm colour, such as blue or green.

Sweep – a long swift curving movement

Dab – a small amount of something

Bold - Strong

Brushstroke – a mark made by a paintbrush drawn across a surface

Detail – to add features

Shape – the external contours or form

Texture – describes how a surface feels or may feel if you touch it

Medium – the material that the work of art is

Versatile - able to adapt

Pointillism - is a technique of painting in which small, distinct dots of colour are applied in patterns to form an image.