

## Art & Design

**Year: 5**

## Unit 1: Drawing

**Links to:** Year 3 & 4 Unit 1 - Drawing

### What I Should Already Know:

- ♦ To know how to sketch lightly and smudge effectively.
- ♦ To understand dark and light tones.
- ♦ To know how to use different mediums to draw.
- ♦ To know how to create line, shape, tone using different mediums.
- ♦ To know how to represent movement, tone and texture.
- ♦ To know how to use hatching and cross hatching.
- ♦ To know how to experiment with the styles used by other artists and how the artists developed their techniques.

### What I should know by the end of the Unit:

#### Drawing

- \* To know how to organise line, tone, shape and colour to represent figures and forms in movement.
- \* To experiment by using marks and lines for texture as well as shading for mood and feelings.

#### Study of great artists

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

### Skills & Enquiry:

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



**ARTIST: Chris Riddell**  
Born 1962

### Unit Specific Vocabulary:

**Line weight** – The strength, heaviness or darkness of a line, created by the pressure on your drawing as you make your line.

**Sketch lightly** – Draw using pencil very lightly.

**Shading** – Creating levels of darkness on paper by applying media more densely or by using a darker shade for darker areas, and less densely or with a lighter shade for lighter areas.

**Grades of pencils / hardness** - Pencils come in a range of hardness from H pencils which are hard (and lighter) to B pencils which are very soft (and darker).

**Tone** – Tone shows lightness and darkness of colour. Tones are created by the way light falls on a 3D object. The parts of the object on which light is stronger are called **highlights** and the darker areas are called **shadows**. There will be a range of tones in between the highlights and shadows. **Shading** is used to capture the different tones in drawing.

**Shading** – There are different styles of shading used to show tone or texture. Shading using pressure is linear. There is also hatching, cross hatching, blending, smudging and stippling.

**Value scale/grey scale** – A line of boxes drawn out and used to practice shading techniques.

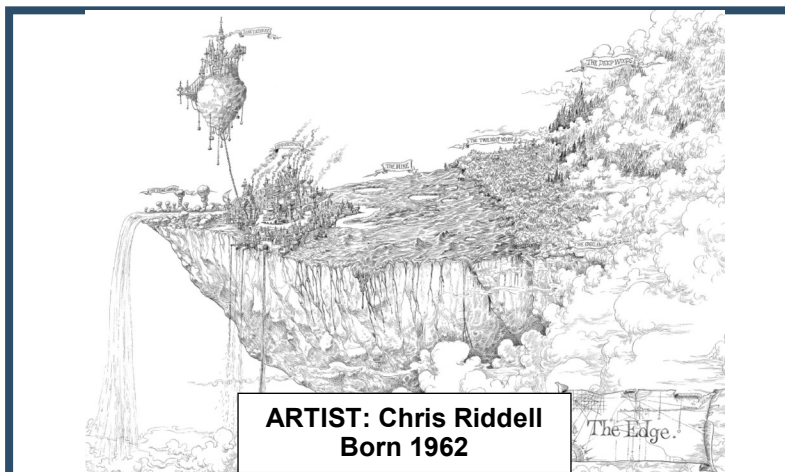
**Value** – How light or dark something is, used in drawing to depict light and shadow.

**Pencil hardness** – The degree of hardness of a pencil indicates how soft or hard the lead is and how dark or light the mark is on the paper.

**Annotate** – To add notes to something

**Natural light** – Sources include the sun, stars, fire and electricity in storms. There are even some animals and plants that can create their own light (bioluminescence), such as fire flies, jelly fish and mushrooms.

**Artificial light** – Created by humans.



**ARTIST: Chris Riddell**  
Born 1962

## Artist



Born 1954

Lorenzo Mattotti

## Skills & Enquiry:

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

Observe	Look closely at what you are drawing. Look closely at the size of objects.
Compare	Look at what you have drawn and the work of the artist.
Good pencil grip	Check your pencil grip and pressure.
Avoid accidental smudging	Work with care. Don't rub over your drawing with your hand, arm or sleeve.
Vary your lines	Try using longer lines and shorter lines.
Use hatching and cross hatching to show <b>tone</b>	Where are there light areas? Where are there dark areas? What shape are they? How can you show these using different kinds of shading, different grades of pencils, or altering the pressure of the pencil as you draw?
Use hatching and cross hatching to show <b>texture</b>	What texture can you see in the subject? How can you show these using different kinds of shading, different grades of pencils, or altering the pressure of your pencil as you draw?