

**Subject: Art & Design**

**Year: 6**

**Unit 1:  
Drawing and Colour**

**Links to:** Year 4 Unit 1 & 2  
Year 5 Unit 1 & 2

**What I Should Already Know:**

How to use tones to create light and shadow.  
How to use line, shape, tone and colour to represent figures and forms in movement and know how to show reflections.  
How to represent movement, tone and texture.  
How to use hatching and cross hatching.  
How to show facial expressions and body language in sketches.  
How to discuss art using technical vocabulary.

**Skills & Enquiry:**

**Key Question:** What techniques should I use to depict movement, perspective, shadows and reflection?

**Observe** – look closely at what you are drawing. Look closely at the size of the objects.

**Compare** – Look at what you have drawn and the work of the artist.

**Vary your Lines** – Especially for movement drawings: use some straight lines and curves, longer and shorter lines etc.

**Shading Techniques:** Where are there light and dark areas? How can we show these using different kinds of shading, different grades of pencils or altering the pressure of your pencil.

**Consider the position of the horizon on your page:** Positioning the horizon low will help you create a view looking up, a position near the top will direct the viewer to look down.

**Compare:** Compare what you have created with your ideas/subject matter.

**Consider Colour:** Consider colours as well as tints and tones to create and enhance the mood of a piece. Consider warm and cool tones or contrasting colours.

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

**Drawing:** How to use the full range of pencils, charcoal or pastels when creating a piece of observational art and explain why different tools have been used.

- How to show life-like qualities and real-life proportions or, if more abstract, provoke different interpretations while choosing a style of drawing.

**Colour:** How to build up layers of colours.

- How to use a variety of techniques to add interesting effects in work.

**Study of great artists:** How to explain the style of art used and how it has been influenced by a famous artist using a fluent grasp of visual language.

- What a specific artist is trying to achieve in any given situation.

- Why art can be very abstract and what message the artist is trying to convey.

**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.

**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 - Used to capture different **tones**.

**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** – 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.

**Realistic** – a style of art where the subject of the image looks much like the real thing.

**Impressionism** – A style of painting which emerged in the 1880s where the subject of the painting is communicated or shown by gesture or illusion.

**One point perspective** - when a drawing contains only **one** vanishing **point** on the horizon line.

**Vanishing point** – The spot on the horizon to where the object or scene appears to recede towards.

**Captured image** – A movement drawing showing a realistic image of something or someone doing something active.

**Series of movements** – A movement drawing showing realistic images of something/someone doing something active.

