

# ART Y5– Beowulf

## UKS2 Summer

Breadth	Concept	Milestone 3 (Years 5&6)	Knowledge	Vocabulary
<p>Use experiences, other subjects across the curriculum and ideas as inspiration for artwork.</p> <ul style="list-style-type: none"> <li>• Develop and share ideas in a sketchbook and in finished products.</li> <li>• Improve mastery of techniques.</li> <li>• Learn about the great artists, architects and designers in history.</li> </ul>	<p>Develop ideas</p> <p>This concept involves understanding how ideas develop through an artistic process.</p>	<ul style="list-style-type: none"> <li>• Develop and imaginatively extend ideas from starting points throughout the curriculum.</li> <li>• Collect information, sketches and resources and present ideas imaginatively in a sketch book.</li> <li>• Use the qualities of materials to enhance ideas.</li> <li>• Spot the potential in unexpected results as work progresses.</li> <li>• Comment on artworks with a fluent grasp of visual language.</li> </ul>	<p>I know how to present my ideas in my sketch book</p> <p>I know how to use the quality of the materials that I am using to develop and enhance my ideas</p> <p>I know how to develop my ideas as the piece progresses</p> <p>I know how to use key vocabulary when describing Charles Keeping and my own work.</p>	<p>Sketch Develop Progress Beowulf</p>
	<p>Master techniques</p> <p>This concept involves developing a skill set so that ideas may be communicated.</p>	<p>PAINTING</p> <ul style="list-style-type: none"> <li>• Sketch (lightly) before painting to combine line and colour.</li> <li>• Create a colour palette based upon colours observed in the natural or built world.</li> <li>• Use the qualities of watercolour and acrylic paints to create visually interesting pieces.</li> <li>• Combine colours, tones and tints to enhance the mood of a piece.</li> <li>• Use brush techniques and the qualities of paint to create texture.</li> <li>• Develop a personal style of painting, drawing upon ideas from other artists.</li> </ul>		
		<p>COLLAGE</p>		

		<ul style="list-style-type: none"> <li>• Mix textures (rough and smooth, plain and patterned).</li> <li>• Combine visual and tactile qualities.</li> <li>• Use ceramic mosaic materials and techniques</li> </ul>		
		<p>SCULPTURE</p> <p>Show life-like qualities and real-life proportions or, if more abstract, provoke different interpretations.</p> <ul style="list-style-type: none"> <li>• Use tools to carve and add shapes, texture and pattern.</li> <li>• Combine visual and tactile qualities.</li> <li>• Use frameworks (such as wire or moulds) to provide stability and form.</li> </ul>		
		<p>DRAWING</p> <p>Use a variety of techniques to add interesting effects (e.g. reflections, shadows, direction of sunlight).</p> <ul style="list-style-type: none"> <li>• Use a choice of techniques to depict movement, perspective, shadows and reflection.</li> <li>• Choose a style of drawing suitable for the work (e.g. realistic or impressionistic).</li> <li>• Use lines to represent movement.</li> </ul>	<p>I know how to create an impressionistic drawing of either Grendel or Beowulf</p> <p>I know the difference between an impressionistic and realistic style</p> <p>I know how to experiment with mark making using inks.</p> <p>I know how to dip pen and inks for mark making.</p>	<p>Impressionistic</p> <p>Grendel</p> <p>Beowulf</p> <p>Ink</p> <p>Dip ink</p> <p>Nib</p> <p>Mark making</p>
		<p>PRINT</p> <ul style="list-style-type: none"> <li>• Build up layers of colours.</li> <li>• Create an accurate pattern, showing fine detail.</li> <li>• Use a range of visual elements to reflect the purpose of the work.</li> </ul>	<p>I know how to create a print tile.</p> <p>I know how to show fine detail and be accurate when creating my printing tile.</p> <p>I know how to use printing tools.</p>	<p>Print tile</p> <p>Roller</p> <p>Ink</p> <p>layer</p>
		<p>TEXTILES</p> <ul style="list-style-type: none"> <li>• Show precision in techniques.</li> </ul>		

	<ul style="list-style-type: none"> <li>• Choose from a range of stitching techniques.</li> <li>• Combine previously learned techniques to create pieces.</li> </ul>		
	DIGITAL <ul style="list-style-type: none"> <li>• Enhance digital media by editing (including sound, video, animation, still images and installations).</li> </ul>		
<p>Take inspiration from the greats</p> <p>This concept involves learning from both the artistic process and techniques of great artists and artisans throughout history.</p>	<ul style="list-style-type: none"> <li>• Give details (including own sketches) about the style of some notable artists, artisans and designers.</li> <li>• Show how the work of those studied was influential in both society and to other artists.</li> <li>• Create original pieces that show a range of influences and styles.</li> </ul>	<p>I know how to create Beowulf drawings in the style of Charles Keeping.</p> <p>I know that Charles Keeping was an English illustrator.</p>	<p>Create Design Charles Keeping Illustrator</p>