

Art

Formal Elements: Architecture

What I should already know: I can describe 3D form in a range of materials, including drawing. I can express and describe organic and geometric forms through different types of line. I can draw from direct observation, applying and using geometry and tonal shading when drawing. I can create personal artwork using the artwork of others to stimulate me. I can reflect on my own work in order to make improvements.

Enquiry Questions

- Can we draw by interpreting forms from direct observation?
- Can we compose a print from a larger observational drawing?
- Can we transform the look of a building in the style of a famous artist?
- Can we design a building in an architectural style?
- Can we design a monument?

Key Vocabulary

Abstract – Art which does not represent images of our everyday world. It has colour, lines and shapes but is not intended to represent objects or living things.

Amphitheatre – An oval or circular building with rising tiers of seats arranged about an open space.

Ancient – Very old.

Architects – Designers of buildings.

Composition – The placement or arrangement of the different elements, or ‘things’ within a work of art.

Cryptic – Something that has a secret or hidden meaning.

Legacy – Something that exists as a result of things that happened in the past.

Mono print – A form of printmaking where the design or drawing can only be made once.

Ornate – Excessively decorated.

Pattern – A repeated decorative design.

Plaque – A sign that is usually fixed to a wall in memory of a person or event.

Representation – Something that is created to look like a particular thing or person.

Shading – Creating areas of light and dark, often used to give a 3D effect.

Sketch – A light, fast drawing, sometimes created to prepare for later work.

Stadium – A building for sports events with space for spectators.

Symbolism – The use of symbols to express or represent ideas.

Temple – A building that people visit to worship gods or for other religious reasons.

Art and Design Skills

Pupils will:

Making Skills

- Further develop drawing from observation.
- Draw using perspective, mathematical processes, design, detail and line.

Generating Skills

- Develop ideas through sketches, enhance knowledge, skill and technique using experimental media in sketchbooks.
- Design new architectural forms, design and invent new products, link artwork to literary sources.
- Create and invent for purpose.

Formal Elements of Art

- Composing original designs by adapting and synthesising the work of others.

Useful images

First hand drawings are drawn from life, not from pictures.



Second hand drawings are drawn from a photograph or a picture, rather than the real object or place.



An architectural style refers to the features that make a building historically identifiable, such as the shape, materials used and methods of construction.



Hundertwasser

A modern artist and architect who was born in Austria.



Famous examples of Hundertwasser buildings in Germany. Above: Waldspirale. Below: Hundertwasser in den Weisen

Links to other curriculum areas: History – Legacy.