Owls Year 4/5 Autumn 1 (Cycle A)

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.

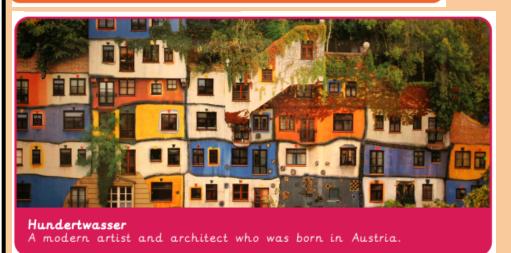
Useful images

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.







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

Links to other curriculum areas: History - Legacy.