

Knowledge organiser

Key Terms

Formal Elements	The parts used to make a piece of artwork.
Line	Line is the path left by a moving point. For example, a pencil or a brush dipped in paint. A line can be horizontal, diagonal or curved and can also change length.
Shape	A shape is an area enclosed by a line. It could be just an outline or it could be shaded in. Shapes can be geometric or irregular .
Form	Form is a three dimensional shape , such as a cube, sphere or cone. Sculpture and 3D design are about creating forms.
Tone	This refers to the lightness or darkness of something. This could be a shade or how dark or light a colour appears. Tones are created by the way light falls on a 3D object. The parts of the object on which the light is strongest are called highlights and the darker areas are called shadows .
Texture	This is to do with the surface quality of something, the way something feels or looks like it feels. There are two types of texture: Actual texture really exists, so you can feel it or touch it; Visual texture is created using marks to represent actual texture.
Pattern	A design that is created by repeating lines, shapes, tones or colours. The design used to create a pattern is often referred to as a motif . Motifs can be simple shapes or complex arrangements.
Colour	Red, yellow and blue are primary colours , which means they can't be mixed using any other colours. In theory, all other colours can be mixed from these three colours.
Media	The materials and methods used to produce a piece of art or design.
Composition	How the elements of the work are

Annotating

YOUR WORK

ANNOTATIONS

As a general rule, always try to say:

- **WHAT** you have looked at
- **WHO** made it
- **WHEN** it was made
- **WHY** it is inspiring to you
- **HOW** it will effect your own work

When talking about your own work, try to say:

- **WHAT** you have done
- **HOW** have you done it
- **WHAT** inspired you
- **WHAT** else did you try
- **WHY** is it successful
- **IS** there anything you would change

ALWAYS TRY TO BE POSITIVE!

ADD AN OPINION- LOTS OF MARKS

Steps to success

A unit of work is a 'package' of work produced in response to a single starting point. To be successful you need to show evidence of:

- Planning
- Keeping written and visual records
- Research
- Produce experiments and exploration studies
- Review, modify, develop and improve your work
- Finalising your ideas
- Presenting a final outcome or outcomes.

Websites for research

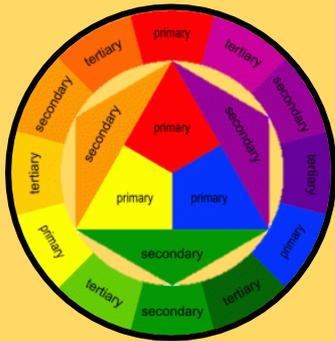
<https://www.pinterest.co.uk>
<https://www.tate.org.uk/>
<https://www.saatchigallery.com/>
<https://en.wikipedia.org>
<http://www.bbc.co.uk/schools/gcsebiteize/art/>

Techniques and types of Art

Name	Description
Drawing	technique of producing images on a surface, usually paper, by means of marks, usually of ink, graphite, chalk, charcoal, or crayon.
Painting	the practice of applying paint or other media to a surface, usually with a brush.
Sculpture	three-dimensional art made by one of four basic processes: carving, modelling, casting, constructing.
Print	an impression made by any method involving transfer from one surface to another.
Photography	the process or practice of creating a photograph - an image produced by the action of light on a light-sensitive material.
Illustration	decoration, interpretation or visual explanation of a text, concept or process.



Colour Theory



This is called a **Colour Wheel**.

Primary	Secondary
red + yellow	=orange
red + blue	=purple
blue + yellow	=green

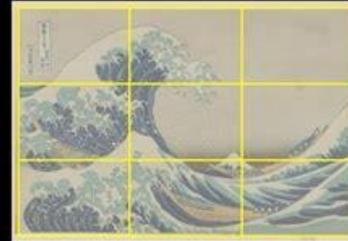
- **Tertiary colours** are created by mixing a primary colour and the secondary colour next to it on the colour wheel.
- Colours that are next to each other on the colour wheel are called **harmonious**.
- **Complementary colours** are colours that are **opposite** each other on the colour wheel. When complementary colours are used together they create **contrast**. Adding a colour's complimentary colour will usually make a darker shade. This is often preferable to adding black.
- **Warm colours** are colours on the red side of the wheel. These are red and include orange, yellow and browns.
- **Cool colours** are colours on the blue side of the wheel. These are blue and include green, purple and most greys.

Composition

The term composition means 'putting together,' and can apply to any work of art or photography, that is arranged or put together using conscious thought. There are numerous approaches or "compositional techniques" to achieving a sense of unity within an artwork, depending on the goals of the artist.

Rule of thirds

The rule of thirds is a guideline followed by some visual artists. The objective is to stop the subject and areas of interest from bisecting the image, by placing them near one of the lines that would divide the image into three equal columns and rows, ideally near the intersection of those lines.



Painting: Great Wave off Kanagawa, by Hokusai

Shading techniques

Hatching



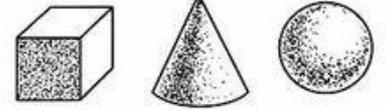
Crosshatching



Blending



Stippling



Example observational drawing



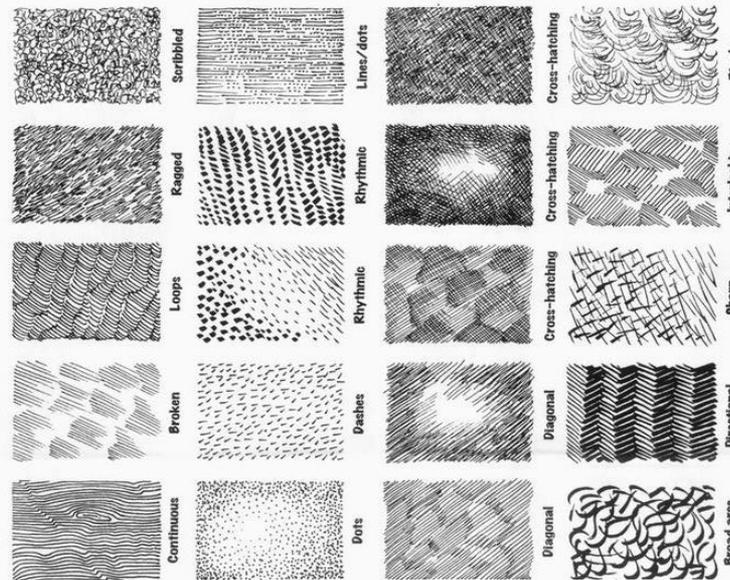
When blending colour with tone layer at least two colours.

Use the 'flick' technique to blend smoothly between different tones.

Use a light line when sketching.

Making Texture

You can make your work more interesting by adding texture.



Tint = Colour + White
Tone = Colour + Grey
Shade = Colour + Black



Use a pencil to draw the other half of this portrait. Make sure that you include a range of **tones** to show all the different areas of light and dark. Try to show surface texture through your use of mark-making also.

Success Criteria:

- Press lightly at first
- Look carefully at the image
- Try to show textures
- Use light and dark shading
- Take your time (1 hour +)

Artist's Tip:

You could use a ruler to check the size and scale of certain things in the image.

Can you name this famous artist? _____

Assessment:

What went well?

- ✓ _____
- ✓ _____

How could you have improved your drawing?

Level: ____ **Teacher Comment:** _____



Facial Features

Using the Grid method, draw each facial feature in pencil.
 LO: Develop core skills and understanding of shape when working with the human form.

Name:

Class:

Assessment:

SELF ASSESSMENT:

Use of Shape:

1 2 3 4 5

Use of Tone:

1 2 3 4 5

TEACHER ASSESSMENT:

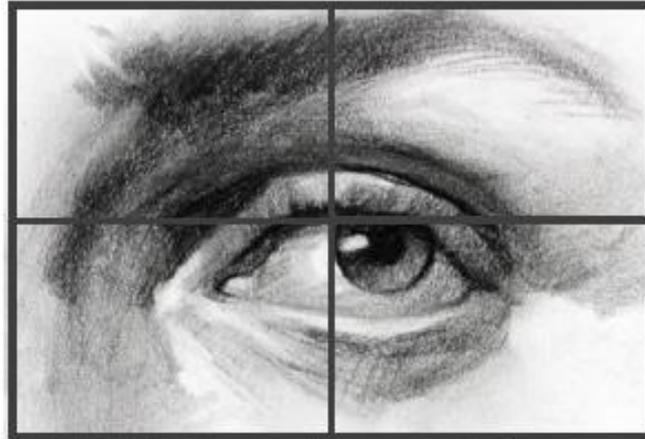
Use of Shape:

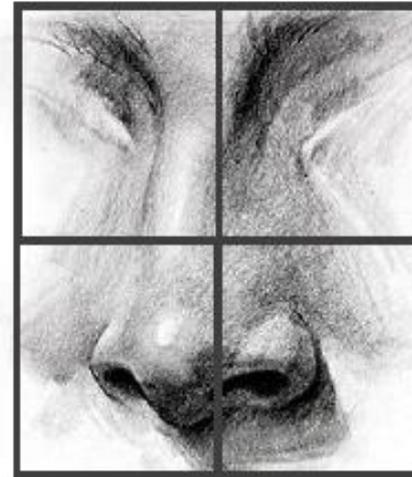
1 2 3 4 5

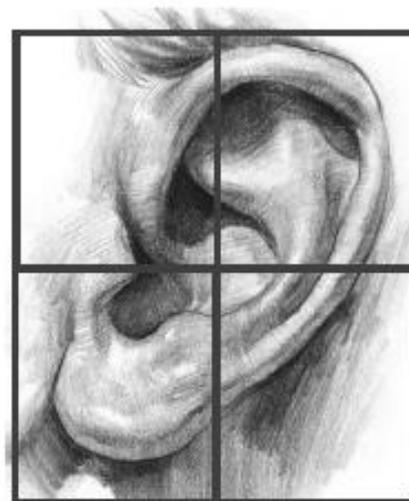
Use of Tone:

1 2 3 4 5

Comment:







Success Criteria:

All: Use the grid to copy main features of image.

Most: Demonstrate accurate use of shape

Some: Use shading and tone to make the feature look three-dimensional

Self Evaluation

WWW:

EBI:

Cubist Portrait

- Using Pencil; draw the cubist inspired portrait.
- Drawing lightly, start with the basic shapes.
- Begin to add base tones, before moving on to adding darker tones.
- Lines closer together will create darker tones, whilst lines further apart create the illusion of light.
- Make sure the line goes with the curvature of the face.



Analysis

What shapes do you see in the image?

What is the subject of the image?

What visual elements have been used?

Write a WWW/EBI for your own drawing of the portrait
WWW:

EBI: