



Lowerhouse Junior School

Art Overview Sheet



Year 3 – Digital Art: Woodland/Biomes



Rationale: In this unit of work, the children will explore the digital art of David Hockney and recreate a woodland landscape from their own sketches

Key Learning:

Substantive Knowledge:

- Select and record from first hand observation, experience and imagination, and explore ideas for different purposes.
- Question and make thoughtful observations about starting points and select ideas to use in their work.
- Explore the roles and purposes of artists, craftspeople and designers working in different times and cultures.

Disciplinary Knowledge:

- Experiment with ways in which surface detail can be added to drawings.
- Use journals to collect and record visual information from different sources.

Overview:

Lesson 1: Immerse in art or artist.
David Hockney
Lesson 2: Identify and exemplify skills and techniques. *Discuss thickness of brushes and colours*
Lesson 3: Teach the skills. *Use Adobe fresco app to practise skills.*
Lesson 4: Practice the skills. *Sketches recreating plants/landscape they will need.*
Lesson 5: Apply the skills to final piece. *Use Adobe fresco based on sketch from Gawthorpe Hall.*
Lesson 6: Evaluate the project.

Key Vocabulary

Line: a long, thin mark made by a pen, pencil, or any drawing tool. It can be straight or curved.
Tone: the lightness or darkness of a colour, which helps to show feelings or depth in art.
Texture: how something feels or looks. It can be smooth, rough, shiny, or soft. In art, it adds detail and interest.
Colour: the aspect of things that is caused by the way they reflect light, like red, blue, or yellow.
Digital Colouring: the process of adding colour to images using a computer or tablet.
Composition: the way different parts of an artwork are arranged together to create a whole picture.
Digital Drawing/Painting: creating pictures using a computer or tablet with special software, instead of using traditional materials like paper and paint.

Assessment/Key Skills

Most Children will:

- Know the difference between organic and geometric shapes.
- Use simple shapes to form the basis of a detailed drawing.
- Use shading to demonstrate a sense of light and dark in their work.
- Shade with a reasonable degree of accuracy and skill
- Blend tones smoothly and follow the four shading rules.
- Collect a varied range of textures using frottage.
- Use tools competently, being willing to experiment.
- Generate ideas mostly independently and make decisions to compose an interesting frottage image.
- Make considered cuts and tears to create their ideas.
- Understand how to apply tone, with some guidance about where to use it.
- Draw a framed selection of an image onto a large scale with some guidance.
- Try a range of drawing materials, beginning to demonstrate expressive marks by trying tools in an interesting way.