

# ART

Year group: 34B

Term: Summer



## Topic overview

Stone Age

Drawing and making with natural media – charcoal and clay

### Prior knowledge

Previously, children have learned how to draw and make in a variety of media. that mono prints are prints made by drawing through an inked surface, transferring the marks on to another sheet. At the end of the project the children will consider how a painted wall in their bedroom could be created to represent their own life.

### National Curriculum Objectives



As part of their topic about the Stone Age, Year 34 will draw inspiration from the 'Lion Man' in Vincent's Starry Night and Other Stories: A Children's History of Art: 1. Having discussed natural art elements such as clay from the earth, 34 will create their own clay sculpture of a man. They will then explore mixing colours to create shades of brown and experiment with mixed art media to create these shades as well. The will create a toolkit of these colours in their sketchbooks. 34 will have time to create anatomy drawings of creatures such as woolly mammoths and sabre-toothed tigers. They will create 'cave' paintings individually and collaboratively. Finally, they will explore cave paintings and how and why our ancestors left their mark.

### By the end of this unit, I will be able to:

Sketchbooks - continue to build understanding that sketchbooks are places for personal experimentation. Work in sketchbooks to explore the qualities of charcoal.

Drawing - Understand that charcoal is a drawing medium that lends itself to loose, gestural marks made on a larger scale. Understand charcoal and earth pigment were our first drawing tools as humans. Learn about stencils and templates. Draw on a variety of papers.

Painting - Understand that we can create imagery using natural pigments and light.

Making - Understand that when we make sculpture by moulding with our fingers it is called modelling (an additive process).

<https://archeologie.culture.gouv.fr/lascaux/en>

### Key vocabulary

Colour – including shades of a colour, light, dark, natural pigments

Shade – tint & tone

Line – broad, fine, soft, thick, curved, pattern

Shape – 2D 3D

Texture – rough or smooth surface

