

Year 6 – Art: It's All About Perspective



Subject	Skills and objectives	Combined outcome(s)
Teach Computing	3D Modelling- <ul style="list-style-type: none"> - I can discuss the similarities and differences between 2D and 3D shapes - I can explain why we might represent 3D objects on a computer - I can select, move, and delete a digital 3D shape - I can change the colour of a 3D object - I can identify how graphical objects can be modified - I can resize a 3D object - I can position 3D objects in relation to each other - I can rotate a 3D object - I can select and duplicate multiple 3D objects - I can create digital 3D objects of an appropriate size - I can group a digital 3D shape and a placeholder to create a hole in an object - I can identify the 3D shapes needed to create a model of a real-world object - I can choose which 3D objects I need to construct my model - I can modify multiple 3D objects - I can plan my 3D model - I can decide how my model can be improved - I can evaluate my model against a given criterion - I can modify my model to improve it 	<p>In this unit of work, children will identify 1, 2 and 3-point perspective and confidently draw using 1-point perspective. This knowledge will be taken through into the computing unit on 3D modelling, where pupils will create 3D models discussing how perspective changes. To begin with, children will explore some of the most well-known art movements, the iconic pieces and artists associated with these. Through Edward Hoppers art, pupils will use perspective to help them create depth in realistic drawings of street views and buildings. From his they will look how shape and perspective come through in cubism, creating pieces using linear perspective from a different view point. Finally they will explore how vanishing points help create illusion in Op Art. At the end of this unit of work, children will be given the freedom to create a visually interesting piece using perspective. They will spend time researching and making annotations to their initial ideas, showing how different movements and artists have influenced them.</p>
Art	Drawing- <i>Recap Y3 - To create simple drawings with horizon line</i> <i>Recap Y5 - To organise line, tone, shape and colour to represent movement</i> To know that drawing can differ in purpose and style (E.g. the thin outlines of a David Hockney drawing conveys a sense of simplicity of the human form). To use an eraser for a range of effects and techniques, such as lifting tone, adding texture and creating negative space. Scaling is accurate using appropriate methods. To use perspective in their drawings to create more or less depth. Painting- To sketch extremely lightly prior to painting to provide guidelines.	Sketchbooks- To collect information, sketches and resources and present ideas imaginatively. To combine graphics and text based research, with annotations of personal response. To adapt and refine their work to reflect its meaning and purpose, keeping notes and annotations.

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	<p>To use the qualities of different paints to create visually interesting pieces, with justification for their choice.</p> <p>Combine colours, tones and tints to enhance the mood of a piece.</p> <p>Develop a personal style of painting which draws upon ideas from other artists.</p> <p>Create original pieces that show a range of styles.</p>		
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