
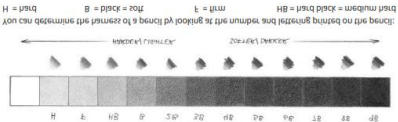


Subject: ART	Year/term: Y6/Autumn	Unit: Drawing
National curriculum objectives:	The national curriculum for art and design aims to ensure that all pupils: <ul style="list-style-type: none"> ♣ produce creative work, exploring their ideas and recording their experiences ♣ become proficient in drawing, painting, sculpture and other art, craft and design techniques ♣ evaluate and analyse creative works using the language of art, craft and design ♣ know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms. 	
Lesson	Learning question:	INK
1. History and culture Gather information about an artist	Who was Leonardo da Vinci? Where did the artist find inspiration? What cultural movement influenced his artwork? What are two of his most famous paintings?	Leonardo da Vinci (1452–1519) was a brilliant artist, inventor, and scientist from Italy. He loved to observe the world closely and made hundreds of detailed sketches of people, animals, machines and nature. He’s known as one of the greatest minds of the Renaissance. Famous artwork: Mona Lisa; The Last Supper; Study of hands 
2. Thinking critically	How can you describe the artist’s work? What was his style? How did the artist create his sketches? What materials did he use?	Leonardo’s drawing style was: <ul style="list-style-type: none"> • Detailed and realistic – He used careful lines and shading to show texture and form. • Scientific and expressive – His sketches were both accurate and full of feeling. • Layered with tone – He used light and dark to make things look 3D. He often used cross-hatching, contour lines and soft shading to build depth and realism. He used ink and metalponit for fine, permanent lines and charcoal and chalk for shading and tone.



<p>3. Explore ideas Use materials and techniques to explore ideas.</p>	<p>How am I going to draw form sketching lightly and varying the pencil grade and pressure? How am I going to suggest gesture and movement? ☐ shading in sketches to show how light hits moving muscles</p>	<p>I know to use fine contour lines, varied pencil thickness and precise outline to depict human form. I can use light and dark pencil pressure to build 3D form. I can use shading to capture volume and muscle/bone structure. I can use shading to show how light hits moving muscles.</p> 
<p>4. Explore ideas Use materials and techniques effectively</p>	<p>How can I show proportions and symmetry?</p>	<p>I can use mathematical ratio to depict proportions accurately.</p>
<p>5. Explore ideas Use materials and techniques to create an artwork in the style of the artist.</p>	<p>How can I create my own human form drawing expressively in the style of Leonardo Da Vinci? What materials am I going to use? How am I going to sketch accurately, capturing detail? How am I going to depict movement, depth and perspective? How would I like my final piece o look like?</p>	<p>I can use a choice of techniques to depict movement, perspective and reflection and perspective when drawing human form. I can make informed decisions about materials. I can choose a style of drawing suitable for the work.</p>
<p>6. Thinking critically Use visual vocabulary to review artwork.</p>	<p>What materials have I used to create my artwork? What techniques did I use? What materials? Why did I use these materials? How does my artwork make me feel? How does my work compare to the artist's? What would I like to improve next time? Why?</p>	<p>I can use visual and critical vocabulary to describe art pieces. I can talk about my own artwork and how it makes me feel. I can compare my artwork with the artist's. I know how I can improve my artwork.</p>

