

Knowledge

Joan Miró 1893- 1983

Was a Spanish artist whose art looks realistic with some strange or unusual parts. He painted, printed and sculpted from memory and imagination.

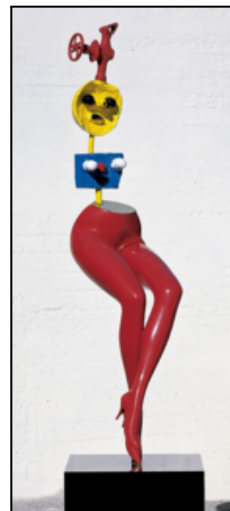
Surrealism

A style of art that began in the 1920's. Artists would combine dreams and reality in their artwork.

Automatic drawing

A style of art where the artist draw without thinking about what they're doing.

Lines can be curved, straight, vertical, diagonal, horizontal, wiggly, zigzag or dotted.



Vocabulary

Surreal - unusual or weird

Realistic - when an object in art looks like the real thing

Magical realism - where some objects in art are realistic, but others are dreamlike or unusual [magical]

Harlequin - a funny character from pantomimes

Sculpture - the act of making a statue by carving or modelling

Geometric shapes - shapes with sides eg. triangle, circle, square

Organic shapes - curvy shapes that may be found in nature eg. leaves, puddles



Activities

- Learn about and comment on the work of the artist Joan Miró.
- Create a magical realistic drawing from imagination.
- Create a surrealist drawing in oil pastels.
- Print for a purpose, experimenting with different objects, to produce a class 'Artist Book'.
- Design, make and paint a surreal sculpture in the style of Joan Miró.

Skills

- Learn about the work of famous artists
- Develop art and design techniques [pastels, printing].
- Develop clay techniques - rolling, pulling, pinching, squeezing, adding detail with tools, joining, scoring, slipping, smoothing
- Evaluate their own and others' work

Year 1	
Exploring & developing ideas	<p>Respond positively to ideas</p> <p>Explore ideas and collect information</p> <p>Describe differences & similarities and make links in their work</p>
Drawing	<p>Draw lines of varying thickness</p> <p>Explore patterns and shapes</p> <p>Use different materials (pencil & oil pastel) to draw</p>
Painting	<p>Name the primary & secondary colours</p> <p>Mix primary colours to make secondary colours</p> <p>Use thick and thin brushes to produce lines and shapes</p> <p>Use a wash with watercolour to create a background</p>
Sculpture	<p>Use techniques such as rolling cutting and pinching to create 3D shapes</p> <p>Use tools to create fine details in clay</p>
Printing	<p>Copy an original print</p> <p>Use a variety of materials e.g sponges, fruit, blocks</p> <p>Demonstrate a range of techniques e.g. rolling, pressing, stamping & rubbing</p>
Work of other artists	<p>Describe the work of famous, notable artists and designers</p> <p>Express an opinion about famous artists and designers</p> <p>Use inspiration from famous artists to create their own work and compare</p>