<u>Knowledge</u>

Prehistoric art

The earliest art comes from the Paleolithic era [Old Stone Age], but it was in the Neolithic era that we see the most important developments. Cave paintings show

animals and rituals like hunting. Prehistoric artists used earth pigments [colour] and charcoal from the fire to draw with.

The **Lascaux caves** in France have some of the most impressive and famous cave paintings in the world.

Judith Ann Braun

She is an American artist who creates large works of art using just her fingers dipped into charcoal dust. She often uses both hands at the same time to create works of symmetry.

<u>Activities</u>

- Explore the work of Judith Ann Braun and experiment with charcoal techniques and make 'cave hand prints' using charcoal.
- Create annotated observational drawings of fossils using different hardness of pencils showing line, tone and texture.
- Produce fossil block prints, with layers of two or more colours, using string on card and polystyrene tiles.
- Design and sculpt a fossil from clay using tools for precision.

Vocabulary

Prehistoric art - refers to art made before there was a written record.

Medium [media] - the materials that are used to create a work of art eg. oil paints, watercolours, charcoal, pastels.

Charcoal - an ancient drawing material that we still use today.

Tonal value - refers to how light or dark something is. The lower the tonal value, the darker the object. If an object is light, it appears to be closer, and if

Cave paintings

it is darker, it seems to be further away.



Charcoal

print by

Braun

The Cave of Hands Argentina

<u>Skills</u>

- Learn about the work of great artists in history
- Improve mastery of art and design techniques [observational drawing, pencil, charcoal, pastels, printing, clay]



Year 3	
Exploring & developing ideas	Use sketchbooks to record ideas Explore ideas from first-hand observations Question and make observations about starting points, and respond positively to suggestions Adapt and refine ideas Comment on artwork using visual language
Drawing	Experiment with showing line, tone and texture To begin to use shading to show light and shadow effects Use different materials (pencil, oil pastel, chalk, chalk pastel & charcoal) to draw Show an awareness of space when drawing
Sculpture	Cut, make and combine shapes to make recognisable forms Use clay and other malleable materials and practise joining techniques To create clay models using modelling techniques to create form, line and texture based on observational drawings
Printing	Use more than one colour to layer in a print Replicate patterns from observations Make printing blocks (polystyrene and string) Make repeated patterns with precision
Work of other artists	Use inspiration from famous artists to replicate a piece of work Reflect upon work inspired by a famous artist and the development of the art skills Express an opinion about the work of a famous artist and refer to techniques and effect Create original pieces that are inspired by the study of others.