

Knowledge

Frank Lloyd White [1867-1959]

An American architect who believed in making buildings that would fit in with their surroundings. His design inspiration came from the Japanese style and the patterns, shapes and colours found in nature.

Anselm Kiefer

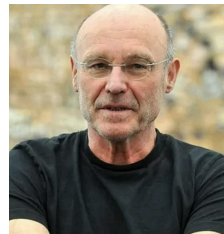
He is a printer, painter and sculptor who grew up in post WW2 Germany. A common theme in his work is the memories of bombed, broken, ruined buildings that he saw as a child.

The Blitz

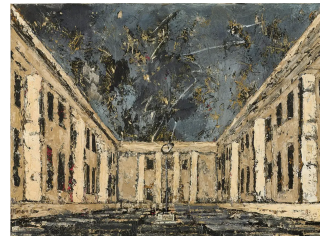
The Blitz was a German bombing campaign against the United Kingdom in 1940 & 1941 during the Second World War. The term was first used by the British press and originated from the term Blitzkrieg: the German word meaning 'lightning war'.



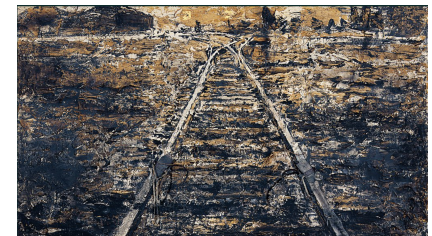
Falling water
Frank Lloyd White



Anselm Kiefer



Dem Unbekannten Maler
Anselm Kiefer



Iron path
Anselm Kiefer

Vocabulary

Impressionism - a 19th century art movement characterised by small, thin brush strokes and emphasis on accurate depiction of light and how it changes with time. If you get too close to an impressionist painting, it will look like a blobby mess. If you step back, it will come into focus.

Architect - a person who designs buildings

Architecture - the art of designing buildings

Palette - usually a board used to mix colours

Critique - a systematic review of someone's work of ideas

Complimentary - relating to colour theory, complimentary colours, also known as contrasting colours, are colours that are opposite one another on the colour wheel

Activities

Discuss and critique the buildings designed by architect Frank Lloyd White - look at how architecture can be an art form

Link to learning about architecture and create annotated observational drawings of a street in perspective focusing on perspective, shadows and reflection.

Look at artwork by Anselm Kiefer and recreate a perspective painting of London during the Blitz

Skills

Learn about the work of great artists in history
Improve mastery of art and design techniques
[observational drawing, pencil, pastels, collage, design, printing, tints, tone, shade, perspective, shadows, reflection, visual and tactile qualities]

Year 6	
Exploring & developing ideas	<p>Review and revisit ideas in their sketchbooks</p> <p>Offer feedback using technical vocabulary</p> <p>Think critically about their design and art work</p> <p>Use digital technology as sources for developing ideas</p>
Drawing	<p>Depict movement and perspective in drawings</p> <p>Use a variety of techniques to add effects e.g. shadows, reflection, hatching, cross-hatching, stippling with increased accuracy</p> <p>Use a range of materials to demonstrate their own artistic style with increased accuracy</p>
Painting	<p>Identify and work with complimentary and contrasting colours</p> <p>Create a colour palette demonstrating mixing techniques and discussing the use of tertiary colours</p> <p>Colour mix using tints and tones to match shades with increased accuracy</p>
Work of other artists	<p>Give detailed observations about notable artists and designers</p> <p>Offer facts about notable artists' and designers' lives</p> <p>Create original pieces which show a range of influences and styles</p>