

# Gallery Rebels



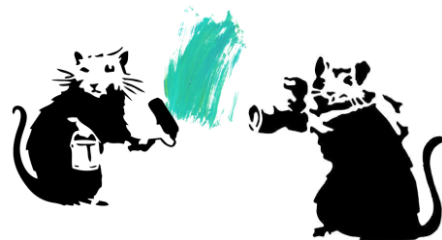
## Art

What we should already know:

- Engage in research and exploration in the process of initiating and developing their own personal ideas
- Confidently and precisely use sketchbooks for a variety of purposes including: recording observations; developing ideas; testing materials and techniques and planning.
- Confidently investigate and exploit the potential of new and unfamiliar materials (e.g. try out several different ways of using tools and materials that are new to them)
- Use their acquired skills to make work which effectively reflects their ideas and intentions.
- Analyse and reflect on their progress taking account of what they hoped to achieve.

As artists we will:

- Use sketch books to develop a range of ideas which show curiosity, imagination and originality.
- Systematically investigate, research and test ideas and plans using sketchbooks.
- Independently refine their technical skills in order to improve their mastery of materials and techniques.
- Independently select and effectively use relevant processes in order to create successful and finished work.
- Provide a reasoned evaluation of both their own and professionals' work which takes account of the starting points, intentions and context behind the work.



## Drawing

What we should already know:

- Develop perspective in art work (one-point perspective).
- Develop a sense of scale in art work

As artists we will:

- Develop perspective in art work (two-point perspective).
- Develop a sense of scale in art work

## Key Vocabulary

Two-point perspective, focal point/vanishing point, horizon line, scale

## Painting

What we should already know:

- Use techniques to show the effects of light on form (reflection/shadow).

As artists we will:

- Develop a sense of proportion in art work

## Key Vocabulary

proportion

Self portrait (subject matter)

Value: dark, light, reflection, shadow, highlight

Colour: dark, light, tone, tint, shade, blend composition, warm, cool, analogous, monochrome



## Computing

What we should already know:

- Plan what they would like to happen in their animation.
- Take a series of pictures to form an animation.
- Move items within their animation to create movement on playback.
- Edit and improve their animation.



As computer technologists we will:

- Plan a multi-scene animation including characters, scenes, camera angles and special effects.
- Adjust the number of photographs taken and the playback rate to improve the quality of the animation.
- Publish their animation and use a movie editing package to edit/refine and add titles.

## Key Vocabulary

Multi-scene, camera angles, special effects, playback rate, quality, publish, refine.

The artists we will be researching are:

Banksy



Wow!

Application:

We will use our knowledge of different artistic skills and apply them to a final showcase.



Be Resilient!

We will build our resilience by exploring a variety of difficult artistic skills.



Be World-wise!

We will learn about different artists around the world and how they applied their skills to modern art.

Be Creative!

We will build and use a range different artistic skills and apply them to final pieces.



## Science

What we should already know:

As scientists we should already be able to:

- Recognise that we need light in order to see things and that dark is the absence of light
- Notice that light is reflected from surfaces
- Recognise that light from the sun can be dangerous and that there are ways to protect our eyes
- Recognise that shadows are formed when light from a light source is blocked by an opaque object
- Find patterns in the way that the size of shadows change

As scientists we will:

- Recognise that light appears to travel in straight lines
- Use the idea that light travels in straight lines to explain that objects are seen because they give out or reflect light into the eye
- Explain that we see things because light travels from light sources to our eyes or from light sources to objects and then to our eyes
- Use the idea that light travels in straight lines to explain why shadows have the same shape as the objects that cast them

Vocabulary:

absorb, phenomena, angle of incidence, angle of reflection, refraction, spectrum, periscope