| ADVENT TERM |||
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| ART – Year 4  - Medium Term Planning –  DRAWING (Michelangelo – High Renaissance) |||
| **LESSON  1** | **LESSON  2** | **LESSON  3** |
| **LEARNING INTENTION:**<br>**To know that tone is used to create a sense of depth and form to make it appear 3D. (Y2 recap)**<br>**To know that light and dark tones help make an image more realistic.**<br><br>Skills:<br><ul><li>Plan and collect source material.</li><li>Know about and describe some of the key ideas, techniques and working practices of a variety of artists that they have studied.</li></ul><br>Aim:<br>Become proficient in drawing techniques. | **LEARNING INTENTION:**<br>**To know that Michelangelo was an Italian Renaissance artist.**<br><br>Skills:<br><ul><li>Identify and draw the effect of light</li><li>Know about and describe some of the key ideas, techniques and working practices of a variety of artists that they have studied.</li></ul><br>Aim:<br>Know about great artists and understand the historical and cultural development of their art forms.<br>Evaluate and analyse creative works using the language of art. | **LEARNING INTENTION:**<br>**To know that proportion explores the size relationship between two or more elements.**<br><br>Skills:<br><ul><li>Consider scale and proportion.</li><li>Collect and record visual information.</li><li>Investigate the nature and qualities of different materials and processes systematically (exploring and developing skills and techniques).</li></ul><br>Aim:<br>Become proficient in drawing techniques. |
| **Key Vocabulary:**<br>Tone, light, dark, brightness, value, depth | **Key Vocabulary:**<br>Renaissance, tone, light, dark, brightness, value, depth, shadow | **Key Vocabulary:**<br>Proportion, scale, dimension, realistic |
| **Recap & retrieval**<br><ul><li>Tone shows how dark or light something is.</li><li>Brightness value (also value or tone), is how dark or light any part of a painting is.</li></ul> | **Recall & retrieval**<br><ul><li>Tone shows how dark or light something is.</li><li>Brightness value (also value or tone), is how dark or light any part of a painting is.</li></ul> | **Recall & retrieval**<br><ul><li>Tone shows how dark or light something is.</li><li>Brightness value (also value or tone), is how dark or light any part of a painting is.</li><li>Michelangelo (1475-1564) was an Italian artist of the High Renaissance.</li></ul> |
| **Key Knowledge:**<br><br>**Child:**<br><ul><li>Tone shows how dark or light something is.</li></ul> | **Key Knowledge:**<br><br>**Child:**<br><ul><li></li></ul> | **Key Knowledge:**<br><br>**Child:** |

- ==Brightness value (also value or tone), is how dark or light any part of a painting is.==

**Teacher:**
- Tone is one of the basic elements of an art piece.
- In art, tone adds depth to a piece.
- By using dark and light values, you can create a three-dimensional illusion on a two-dimensional surface, thus creating depth in a painting.

- ==Michelangelo (1475-1564) was an Italian artist of the High Renaissance.==

**Teacher:**
- One of Michelangelo's most famous pieces of artwork is on the ceiling of the Sistene Chapel at the Vatican.
- Michelangelo decided to represent the divine breath of life with God's and Adam's fingers almost touching each other.

- ==Proportion refers to the dimensions of a composition and relationships between height, width and depth.==

**Teacher:**
- The use of proportion is essential for creating accurate and/or realistic images.
- Proportion also describes how the sizes of different parts of a piece of art or design relate to each other.

| LESSON 4 | LESSON 5 | LESSON 6 |
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| **LEARNING INTENTION:** **To know that scaling means that every element in a drawing or model is in the same proportion.** Skills: <br>• Work on a variety of scales. <br>• Select and use relevant resources and reference to develop ideas (researching and developing ideas) <br><br>Aim: <br>Become proficient in drawing techniques. | **LEARNING INTENTION:** **To know that shading creates the illusion of depth.** Skills: <br>• Create accurate observational drawings. <br>• Use sketchbooks and drawing purposefully to improve understanding, inform ideas and plan outcome (sketchbooks will show several different versions of an idea and how research has led to improvements in their proposed outcome) <br><br>Aim: <br>Produce creative work, exploring their ideas and recording their experiences. | **LEARNING INTENTION:** **To know that evaluation and feedback enables the artist to reflect and improve a piece of artwork.** Skills: <br>• Create accurate observational drawings. <br>• Apply the technical skills they are learning to improve the quality of their work. <br>• Regularly reflect upon their own work and use comparisons with the work of others (making judgements) <br><br>Aim: <br>Evaluate and analyse creative works using the language of art. |
| **Key Vocabulary:** Scale, | **Key Vocabulary:** Shading, illusion, depth, light, dark, tone, shadow, evaluation | **Key Vocabulary:** Evaluation, feedback, analyse, develop |
| **Recall & retrieval** <br>• Tone shows how dark or light something is. <br>• Brightness value (also value or tone), is how dark or light any part of a painting is. <br>• Michelangelo (1475-1564) was an Italian artist of the High Renaissance. <br>• Proportion refers to the dimensions of a composition and relationships between height, width and depth. | **Recall & retrieval** <br>• Tone shows how dark or light something is. <br>• Brightness value (also value or tone), is how dark or light any part of a painting is. <br>• Michelangelo (1475-1564) was an Italian artist of the High Renaissance. <br>• Proportion refers to the dimensions of a composition and relationships between height, width and depth. <br>• Scale is the size of one object in relation to the other objects in a design or artwork. | **Recall & retrieval** <br>• Tone shows how dark or light something is. <br>• Brightness value (also value or tone), is how dark or light any part of a painting is. <br>• Michelangelo (1475-1564) was an Italian artist of the High Renaissance. <br>• Proportion refers to the dimensions of a composition and relationships between height, width and depth. <br>• Scale is the size of one object in relation to the other objects in a design or artwork. |

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| **Key Knowledge:**<br><br>**Child:**<br>• Scale is the size of one object in relation to the other objects in a design or artwork.<br><br>**Teacher:**<br>• Artists use large scale art and small scale art to create different effects on a viewer through their perception of size. | **Key Knowledge:**<br><br>**Child:**<br>• Shading is the darkening or colouring of a drawing with lines or blocks of colour.<br><br>**Teacher:**<br>• Shading is often used to create the illusion of depth or make an object three-dimensional. | **Key Knowledge:**<br><br>**Child:**<br>• Evaluation is an opportunity to discuss your development and final work.<br><br>**Teacher:**<br>• Being able to analyse a work is an essential part of evaluating it.<br>• Recording this evaluation ensures that the creative process is communicated clearly.<br>• It helps others understand what you were trying to achieve.<br>• It explains your successes and weaknesses.<br>• It demonstrates your knowledge and understanding of art and design. |

**Assessment:**
Cumulative Quiz. Retrieval Practice.