ADVENT TERM
ART – Year 4 - Medium Term Planning – DRAWING (Michelangelo – High Renaissance)

LESSON 1	LESSON 2	LESSON 3
Art Analysis **LEARNING INTENTION:** To know that Michelangelo was an Italian Renaissance artist. **Disciplinary Knowledge:** • Discuss own and other's work using an increasingly sophisticated use of art language (formal elements). **Aim:** Know about great artists and understand the historical and cultural development of their art forms. Evaluate and analyse creative works using the language of art.	**Drawing** **LEARNING INTENTION:** To know that tone is used to create a sense of depth and form to make it appear 3D. (Y2 recap) To know that light and dark tones help make an image more realistic. **Disciplinary Knowledge:** • Further explore marks, textures and the tonal range of a sketching pencils B to 6B. **Aim:** Become proficient in drawing techniques.	**Drawing** **LEARNING INTENTION:** To know that proportion explores the size relationship between two or more elements. **Disciplinary Knowledge:** • Explore the use of scale and proportion. **Aim:** Become proficient in drawing techniques.
Key Vocabulary: **Renaissance, tone, light, dark,** brightness, value, depth, **shadow**	**Key Vocabulary:** **tone, light, dark, brightness, value**, depth	**Key Vocabulary:** **proportion, height, width, depth**, scale, dimension, realistic
Recap & retrieval	**Recall & retrieval** • Michelangelo (1475-1564) was an Italian artist of the High Renaissance.	**Recall & retrieval** • Michelangelo (1475-1564) was an Italian artist of the High Renaissance. • Tone shows how dark or light something is. • Brightness value (also value or tone), is how dark or light any part of a painting is.

Key Knowledge:	Key Knowledge:	Key Knowledge:
Child: - <mark>Michelangelo (1475-1564) was an Italian artist of the High Renaissance.</mark> **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.	**Child:** - <mark>Tone shows how dark or light something is.</mark> - <mark>Brightness value (also value or tone), is how dark or light any part of a painting is.</mark> **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.	**Child:** - <mark>Proportion refers to the dimensions of a composition and relationships between height, width and depth.</mark> **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.
Learning Task Michelangelo Hand of God and Adam *The Creation of Adam* *A – Approach* – High Renaissance *I – inspiration and ideas for own work* – not copy but pick out things you like about it *M – Meaning* - What is he trying to say in his work? *S – Skills – scale, proportion, shadow and tone* Show image of the Sistine Chapel at the Vatican. Show a close up of the hands. Discuss the techniques of tone and shadow.	**Learning Task** Look at photos of hands. Take photos of hands in the classroom. Provide a hand outline and practise adding light and dark tones to the hand to create create depth and add realism.	**Learning Task** Use the black and white images taken last session. Stick into sketch books. Focus on the proportion when drawing to ensure parts of the hand are at the correct scale. Use tone – light and dark. Use different grades of pencil.

Take photos of hands in different poses (curled, stretched, prayer etc) Print out images in black and white (ready for next session) https://www.youtube.com/watch?v=3VPm45_rxP4 https://artincontext.org/the-creation-of-adam-by-michelangelo/		

LESSON 4	**LESSON 5**	**LESSON 6**
Drawing **LEARNING INTENTION:** To know that scaling means that every element in a drawing or model is in the same proportion. **Disciplinary Knowledge:** • Explore the use of scale and proportion. **Aim:** Become proficient in drawing techniques.	**Drawing** **LEARNING INTENTION:** To know that shading creates the illusion of depth. **Disciplinary Knowledge:** • Become confident in the use of shading to show light and dark and to create texture (tone, value and depth) **Aim:** Produce creative work, exploring their ideas and recording their experiences.	**Art Analysis** **LEARNING INTENTION:** To know that evaluation and feedback enables the artist to reflect and improve a piece of artwork. **Disciplinary Knowledge:** • Reflect upon their own and other's opinion of their work in order to identify areas of improvement. **Aim:** Evaluate and analyse creative works using the language of art.
Key Vocabulary: **scale**, large, small, **element, proportion**	**Key Vocabulary:** **shading, illusion, depth, lines**, light, dark, tone,	**Key Vocabulary:** **evaluation,** feedback, analyse, **develop**
Recall & retrieval • Michelangelo (1475-1564) was an Italian artist of the High Renaissance. • Tone shows how dark or light something is.	**Recall & retrieval** • Michelangelo (1475-1564) was an Italian artist of the High Renaissance. • Tone shows how dark or light something is.	**Recall & retrieval** • Michelangelo (1475-1564) was an Italian artist of the High Renaissance. • Tone shows how dark or light something is.

• Brightness value (also value or tone), is how dark or light any part of a painting is. • Proportion refers to the dimensions of a composition and relationships between height, width and depth.	• Brightness value (also value or tone), is how dark or light any part of a painting is. • Proportion refers to the dimensions of a composition and relationships between height, width and depth. • Scale is the size of one object in relation to the other objects in a design or artwork.	• Brightness value (also value or tone), is how dark or light any part of a painting is. • Proportion refers to the dimensions of a composition and relationships between height, width and depth. • Scale is the size of one object in relation to the other objects in a design or artwork. • Shading is the darkening or colouring of a drawing with lines or blocks of colour.
Key Knowledge: **Child:** • Scale is the size of one object in relation to the other objects in a design or artwork. **Teacher:** • Artists use large scale art and small scale art to create different effects on a viewer through their perception of size.	**Key Knowledge:** **Child:** • Shading is the darkening or colouring of a drawing with lines or blocks of colour. **Teacher:** • Shading is often used to create the illusion of depth or make an object three-dimensional.	**Key Knowledge:** **Child:** • Evaluation is an opportunity to discuss your development and final work. **Teacher:** • Being able to analyse a work is an essential part of evaluating it. • Recording this evaluation ensures that the creative process is communicated clearly. • It helps others understand what you were trying to achieve. • It explains your successes and weaknesses. • It demonstrates your knowledge and understanding of art and design.
Learning Task Take one part of the hand – thumb. Practise scaling up of thumb or finger.	**Learning Task** Sketch hand which is scaled up. Pencil shade to create a sense of depth. Peer evaluation and feedback (act upon this feedback in next session	**Learning Task** Redo drawing of hand, acting upon previous feedback. Peer evaluation and self-evaluation.
Assessment: Cumulative Quiz. Retrieval Practice.		