

St Luke's Catholic Primary School Knowledge Organiser

Art

Depth, emotion and movement

Year 5

Technical knowledge and skills

- Developing ideas more independently from their own research. Exploring and recording their plans, ideas and evaluations to develop their ideas towards an outcome.
- Confidently using sketchbooks for purposes including recording observations and research, testing materials and working towards an outcome more independently.
- Working with a range of media with control in different ways to achieve different effects, including experimenting with the techniques used by other artists.
- Creating in a more sustained way, revisiting artwork over time and applying their understanding of tone, texture, line, colour and form.
- Discussing how artists create work with the intent to create an impact on the viewer.
- Considering how effectively pieces of art express emotion and encourage the viewer to question their own ideas.
- Using their knowledge of tools, materials and processes to try alternative solutions and make improvements to their work.



Sticky Knowledge

Artists create patterns to add expressive detail to art works.

'Blending' means transitioning between tones smoothly.

Lines can be used by artists to control what the viewer looks at within a composition, e.g. by using diagonal lines to draw your eye into the centre of a drawing.

Different marks can be used to suggest real-world textures and movement.



Vocabulary

Background	The part of the picture at the back.
Proportion	How big or small things are compared to each other.
Printmaking	Making pictures by pressing, stamping, or rolling ink or paint.
Middle ground	The part of the picture in the middle.
Foreground	The part of the picture at the front.
Composition	How things are placed in a picture.
Main subject	The most important thing in the picture.
Focal point	The part of the picture your eyes look at first.
Depth	When a picture looks near and far, not flat.

What I should already know

- Complex marks can represent the textures and qualities of different surfaces.
- Using lighter and darker tones of a colour can create a 3D effect and show the form of an object.
- Objects can appear in the foreground or background and size can be used to show distance.
- Tone can create contrast between light and dark, adding shadows and highlights to an artwork.