

# Yr.7 Create Unit One: Me, Myself and Beyond

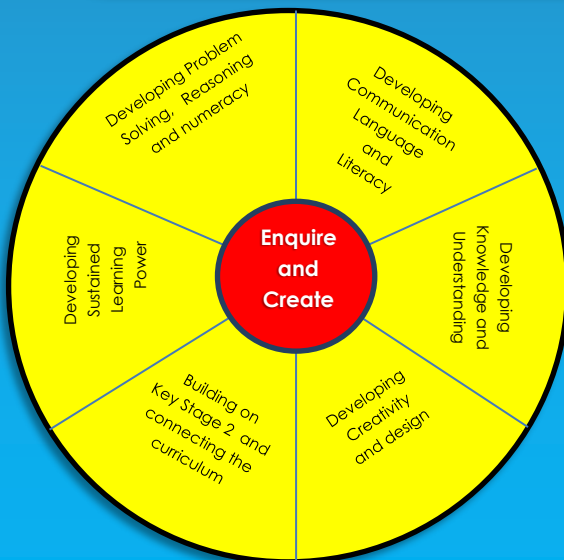
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## Tasks

1. 'About Me' worksheet/self-reflection
2. Mood board
3. Image and text - illustration of self identity (hand)
4. Tonal shading and mark- makings
5. Self-portrait ROH & Grid method
6. Artist studies Vincent Van Gogh pencil crayons and Julian Opie oil pastels
7. Assessment
8. Self-portrait - clay sculpture, Modigliani style
9. Paint clay sculpture - acrylics
10. Gloss clay sculpture
11. Evaluation of a self-portrait clay sculpture

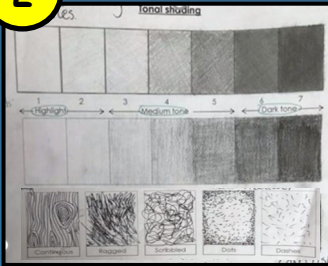
### Homework/Extended Tasks

1. Colour Wheel - water colour
2. Drawing of geometric shapes and organic forms
3. Mixed media painting, organic and geometric shapes

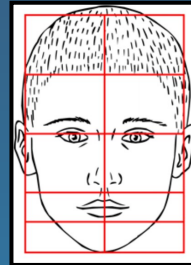


## Task Examples

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Tonal Shading and Mark Making



Rule of Half



'Selfiie' Clay Sculpture

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## Artists



Vincent van Gogh 1853-1890



Amedeo Modigliani 1884-1920



Julian Opie 1958

### Points Required for Success in Art (PLC)

- 1) To **try** your best at all times
- 2) To **focus**, knowing greater progress takes pace
- 3) To **apply** the knowledge you have been taught
- 4) To be **resilient** when things are not perfect
- 5) To **respect** the subject, your work and your peers
- 6) To **extend** your knowledge out of the classroom

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## Skills and Knowledge

### Art History

Study of Vincent van Gogh, Amedeo Modigliani or Julian Opie

### Materials -

#### Paint

- The colour wheel
- How to mix colours

#### Colour pencils

- Explore pencil crayons
- Block & blend

#### Tone

- Pencil skills; graduating, mark-making, tonal values, texture
- Portraits
- Learn the Rule of Half
- How to complete a self portrait

#### 3D work

Creating a clay tile

### Vocabulary

culture, identity, heritage, multicultural, composition, symbol, shading, tone, ambitions, aspiration, talents, skills, abstract, realism, proportion, graduation, monochromatic, tertiary colours, hue, tint, mark-making, block colouring, gradient colouring

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## The 7 Formal Elements of Art

**Space** - includes background, foreground and middle ground

**Form** - a three-dimensional geometric figure or shape

**Shape** - a two dimensional geometric form

**Line** - a continuous mark,

**Colour** - produced when light strikes an object and reflects back to the eye.

- **Hue**: name we give to colours i.e. red, yellow, blue.

- **Intensity**: brightness and vividness of colour

**Texture** - how an object feels when touched, or visually 'feels' through marking or patterns

**Tone (or Value)** - the lightness or darkness of colour or shaded tone.

