
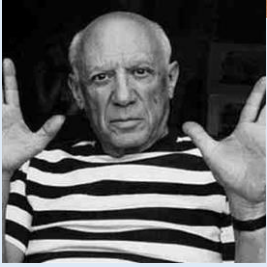



Art and Design Knowledge Organiser- Year 3

<p>Term: Autumn 1 ILP: Predators</p>	<p>Project: Mixed Media Final outcome: The face of a predator in the Cubist style of Pablo Picasso</p>	<p>Artist/ area: Cubism- Pablo Picasso</p>
<p>Key knowledge</p> <ul style="list-style-type: none"> • The work of significant artists, architects, cultures and designers has distinctive features, including the subject matter that inspires them, the movement to which they belong and the techniques and materials they have used. • Explorations of the similarities and differences between pieces of art, structures and products from the same genre could focus on the subject matter, the techniques and materials used or the ideas and concepts that have been explored or developed. • Preliminary sketches are quick drawings that can be used to inspire a final piece of artwork. They are often line drawings that are done in pencil. • Nature and natural forms can be used as a starting point for creating artwork. • Hatching, cross-hatching and shading are techniques artists use to add texture and form. • A two-colour print can be made in different ways, such as by inking a roller with two different colours before transferring it onto a block, creating a full print then masking areas of the printing block before printing again with a different colour or creating a full print then cutting away areas of the printing block before printing again. • Visual elements include colour, line, shape, form, pattern and tone. 	<p>Keys skills</p> <ul style="list-style-type: none"> • Work in the style of a significant artist, architect, culture or designer. • Compare artists, architects and designers and identify significant characteristics of the same style of artwork, structures and products through time. • Use nature and natural forms as a starting point for artwork. • Use preliminary sketches in a sketchbook to communicate an idea or experiment with a technique. • Add tone to a drawing by using linear and cross-hatching, scumbling and stippling. • Make a two-colour print. • Use and combine a range of visual elements in artwork. • Make suggestions for ways to adapt and improve a piece of artwork. 	  
	<p>Key vocabulary</p> <ul style="list-style-type: none"> • Cubism • Cubist movement • Natural forms • Preliminary sketches • Linear lines • Hatching • Cross-hatching • Scumbling • Stippling • Shading • Two-colour print 	<p>Artist/ Area Cubism</p> <ul style="list-style-type: none"> • Cubism was a revolutionary new approach to representing reality • It was invented around 1907–08 by artists Pablo Picasso and Georges Braque. • They brought different views of subjects (usually objects or figures) together in the same picture, resulting in paintings that appear fragmented and abstracted. • Two distinct phases of the Cubism movement: -Analytical cubism ran from 1908–12. Its artworks look more severe and are made up of

- Suggestions for improving or adapting artwork could include aspects of the subject matter, structure and composition; the execution of specific techniques or the uses of colour, line, texture, tone, shadow and shading

- Visual elements
- Tone
- Shadow
- Texture
- Line
- Structure
- Composition

an interweaving of planes and lines in muted tones of blacks, greys and ochres.
-Synthetic cubism ran from 1912 to 1914 and is characterised by simpler shapes and brighter colours. Synthetic cubist works also often include collaged real elements such as newspapers.

Pablo Picasso

- Pablo Picasso (1881-1973)
- Picasso was a Spanish painter, sculptor, printmaker, ceramicist and theatre designer who spent most of his adult life in France.
- Cubism, Surrealism and Modern Art
- Pablo Picasso was also inspired by African tribal masks which are highly stylised, or non-naturalistic, but nevertheless present a vivid human image.

Useful websites

<https://www.pablocubism.org/cubism.jsp>

<https://www.tate.org.uk/art/art-terms/c/cubism>

<https://news.masterworksfineart.com/2018/10/31/pablo-picasso-and-cubism>