



Year 5 Art and Design: Teis Albers - Drawing



Subject Specific Skills:

- Pupils should be taught: to create sketch books to record their observations and use them to review and revisit ideas
- To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay about great artists, architects and designers in history]

Prior Knowledge:

- Cut, make and combine shapes to create recognisable forms;
- Use clay and other malleable materials and practise joining techniques;
- Add materials to a sculpture to create detail

Key Knowledge

Teis Albers is a gifted Dutch painter whose works have been exhibited throughout the Netherlands. Implementing elements from nature, Pop Art and Street Art and layering paint onto his canvases, he produces large works that boast exploding, fascinating florals, intriguing figures and flying shapes.



Investigate (style / techniques / examples):

- To research the artist Teis Albers.
- To explore the purpose and effect of imagery.
- To understand and explore decision making in the creative process.
- To develop drawn ideas through printmaking.
- To test and develop ideas using sketchbooks.
- To apply an understanding of drawing processes to revisit and improve ideas.

Key Vocabulary:

<u>Collagraphy</u>	A printmaking process that uses textures to create interesting surfaces within a print.
<u>Decision</u>	After taking different things into account you come to a conclusion.
<u>Futuristic</u>	An object or image that looks like it is from the future.
<u>Imagery</u>	A collection of visual images.
<u>Propaganda</u>	Information, that may be misleading, to promote an often political cause.
<u>Purpose</u>	The reason for something being created.
<u>Retrofuturism</u>	A vision of what the future might look like created in the pre-1960s.
<u>Printing Plate</u>	A medium that transfers ink onto various substrates.
<u>Stimulus</u>	an interesting and exciting quality.
<u>Repetition</u>	Doing something again and again.

Design and Create:



Evaluate:

- To use their sketch books to record their observations and use them to review and revisit ideas.
- Evaluate a piece of work, reflecting upon the media used.
- Peer/ self assessment of each other's work against the success criteria.