
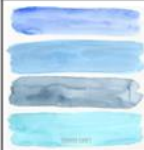















Key Vocabulary	
Background	The part of the picture representing what lies behind objects in the foreground.
Shading	The darkening or colouring of a drawing with lines or blocks of colour.
Hatching	A shading effect using closely spaced parallel lines.
Smudging	Smearing a material to cover a larger area.
Perspective	How 3D objects appear in a 2D space (similar to drawing something 3D on a 2D piece of paper).
Develop	Selecting ideas and techniques for your artwork
Process	The use of techniques and patterns in art. What you did to complete the work, instead of the final piece.

Key Skills
Can they use different grades of pencil shade, to show different tones and textures?
Can they show facial expressions in their drawings?
Can they make notes in their sketch books about techniques used by artist?
Can they predict with accuracy the colours that they mix?
Do they know where each of the primary and secondary colours sits on the colour wheel?
Can they use a range of brushes to create different effects?
Do they know that Seurat was a French artist in the 19th Century, famous for creating the painting technique 'pointillism'?
Can they use their sketches to produce a final piece of work?
Can they create pop-ups?
Can they create a background using a wash?
Can they use a range of brushes to create different effects?

Key Artists	
Georges Seurat	

HOW TO CREATE TEXTURE IN PAINTING

 watery strokes	 thick drips	 twirl paintbrush	 thick layers	 Shading	 Drawing ink	 Blending
 layer colours	 mix in sand/dirt	 white highlights	 scratch paint	 Hatching	 Contouring	 Smudging

