

Topic: Digital Art Artist: David Hockney

National Curriculum Knowledge outcomes:

- Review and revisit ideas in sketchbooks
- Offer feedback using technical vocabulary
- Think critically about their art and design work
- Use digital technology as sources for developing ideas
- Give detailed observations about artists, artisans and designers work
- Offer facts about artists, artisans and designers lives
- Work on sustained, independent, detailed drawings
- Develop close observational skills
- Use a variety of techniques for different purposes, such as shadows, reflection, hatching and cross hatching
- Add collage to a painted or printed background
- Create and arrange accurate patterns
- Use a range of mixed media to create collages
- Plan and design a collage
- Use different techniques, colours and textures when designing and making pieces of work
- Use collage as a means of extending work from initial ideas



The Learning Journey:

Can I respond to an artist's work?

Exploring artwork by David Hockney.

Can I explore mark-making techniques?

Can I draw a portrait using the correct proportions?

Can I use digital technology in art?

Using Ipads to take photos of self from different perspectives to create a joiner collage.

Can I create a photographic collage?

Creating a final piece of artwork in the style of David Hockney, using a combination of digital art and other media chosen by pupils.

Spelling	Definition/Sentence
Tone	Light and dark to create a realistic object
Form	A choice of representing art work
Mark making	Different lines, patterns and textures using different media
Media	Materials used to create a piece of art
abstract	Uses shapes and colours to create a representation of a picture
Cubism	A style of art, which shows all the possible viewpoints of a person or object at once.
Joiner photography	Two or more separately taken images of a single scene to create a larger one by physically overlapping them or by digitally merging them.