

Brough Primary School – Curriculum Intention Plan 2022 - 2023



Subject: Art Year Group: Year 3/4 *Cycle A		Area of learning: Drawing and Digital Media Using digital media, create a cubist style portrait inspired by the work of Pablo Picasso
Links to previous work/Remember when	<u>Digital Media experiences in Y1/2</u> <ul style="list-style-type: none"> • Use the computer as a tool for creating a design or image such as a poster. • Use the stamping tool, change the size of an object, add spectacles etc. • Use image manipulation to alter a photograph – change the hairstyle on a photograph. Images can be created and altered digitally. • Use the computer as a tool for combining or adapting images. • Use image manipulation to alter a photograph – change the dimensions of cars, buildings etc. 	
Term	Year 3/4	Key Skills to be taught
Spring 2023 What the children should know at the end of this series of lessons		<u>Digital Media skills for Y3/4</u> <ul style="list-style-type: none"> • Generate ideas by using a digital camera to capture images for their work – photo montage. • Develop technical skills in the use of software, by experimenting with scale, colour and layering – use green screen technology to produce a scene of alien invasion or fantasy world. • Know that digital art combines different images to create dramatic compositions for different purposes. • Filming objects against a green screen is one process used in creating digital effects. • Recognise the use of digital technology in film and TV. • Explore ideas and collect visual information for their work using digital cameras, scanners and other tools – collect images of Brough e.g. buildings, sculpture, maps, signs etc. • Combine digital and paint processes with layers of original painted or drawn elements • Know that digital art provides a tool to combine images to create dramatic and aesthetic compositions - as used for advertising and in public spaces. • Digital Imagery is a flexible art form – effects can be manipulated and altered without having to return to the starting point. • Recognise the use of digital technology in the world of design – CD covers, publicity brochures.

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Vocabulary

Manipulate, import, layers, crop, rotate, background, foreground, sequence, order, enlarge, reduce, flip, resize, tiled, graphic, border, frame, greyscale, black and white, sepia, layer, layer palette, overlay, transparent, translucence, opacity, green screen, hue, saturation, enhance, merge

Sequence of learning	Objectives and suggested details provided by the subject leader.
1	<p><i>'To find out who Pablo Picasso was and explore what cubism is'.</i></p> <p>The first lesson could introduce the children to Picasso and give them a brief overview of cubism. They will look at examples of cubism, as well as explore the biographical details of Picasso's life. George Braque is also worth exploring.</p> <p>https://www.youtube.com/watch?v=UhB0U6OUPIM - What is Cubism? Tate Kids: Meet Pablo Picasso and Georges Braque, the artists who started this famous art movement</p> <p>The children could have a go at drawing in this style using the 'Draw with Rob' video. (In the resources folder).</p> <p>Picasso wanted to emphasise the difference between a painting and reality. Cubism involves different ways of seeing, or perceiving, the world around us. Picasso believed in the concept of relativity – he took into account both his observations and his memories when creating a Cubist image. He felt that we do not see an object from one angle or perspective, but rather from many angles selected by sight and movement. As a result of this belief, Cubism became about <i>how</i> to see an object or figure rather than <i>what</i> the artist was looking at.</p>
2	<p><i>'To draw a self portrait and transform it into the style of Picasso which is inspired by cubism' (This will span over two sessions).</i></p> <p>Watch the video of how you can manipulate a simple portrait drawing into a cubism piece of art.</p> <p>https://www.youtube.com/watch?v=fkLoxTMtqYw - Self portrait drawing in the style of Picasso</p> <p>Children can either create a simple 'cartoon-style' self portrait of themselves (on card and in black felt tip) or, if they feel less confident and for those who require adaptations, they can use a face from Clipart (see the resources folder).</p>
3	<p><i>'To draw a self portrait and transform it into the style of Picasso which is inspired by cubism'</i></p> <p>Using the portrait created yesterday, as in the video above cut out features of the portrait and then glue them onto a white piece of card in a random way, ensuring it is semi-recognisable as someone's face but still looks quite odd!</p>

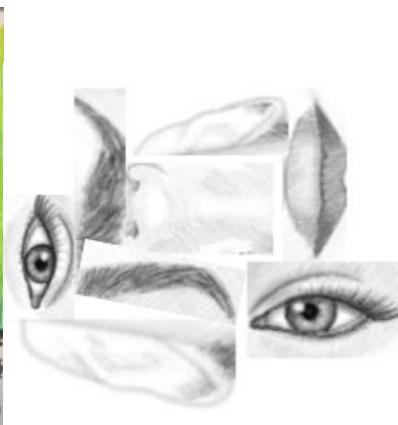
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	Like in the video, the children can then add some lines and patterns to the background if they wish and then add some colours.
4	<p>OPTIONAL 'To explore different media to create a collage portrait in the style of Picasso using magazine cuttings'.</p> <p>If there is time this would also be great fun for the children to do. Collect pages from magazines / newspapers of faces photographed at different angles. Children to cut features out and mix and match to create an cubism style piece of art. There are also pictures of facial features that can be used for this in the resources folder.</p> <p>https://www.youtube.com/watch?v=Owj1nZ4zqo0 - Collage Portrait in the Style of Picasso</p>
5	<p>'To create a digital portrait in the style of Picasso, inspired by cubism'</p> <p>To begin with, children are to work with a partner. They take a photo of each other using the Ipad and then upload it onto a Google Slides presentation. They can choose whether to keep it colour or change it to black and white. The photo needs to take up most of the first slide. They can now take a screenshot of their photo and begin using the cropping tool to cut features from their photo and paste them onto a fresh slide. (Please just ask if you're unsure how to do this). *There are instructions and an example of this in the resources folder. The features can be arranged in a random order to mirror the style of Picasso. This will create their final piece of art for this project. Print.</p>
6	<p>'To share, reflect and discuss'</p> <p>How can I reflect on my artwork? Children will reflect on their finished digital portraits, sharing what they like and what they would like to try again / do differently. Can the children talk respectfully about their own work and the work of others through peer discussion? Invite children to display their work on tables or on the wall. Encourage positive language and a celebration of all their hard work! Recap with children about the exploration of cubism – where they started, what they discovered and what they enjoyed.</p>

Learning Outcome/product

To create a cubist style self portrait using digital media which is inspired by the work of Pablo Picasso.



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Assessment records	List only those children who have not achieved the expected outcomes.

Assessment records	List only those children who have exceeded the expected outcomes.

End of unit assessment question
E.g. Which elements are important in cubist drawing/painting? (multiple viewpoints, shading, texture). Which two artists were largely responsible for inventing cubism? (Picasso and Braque)/