

Painting: Japanese Art



Curriculum Links:

- 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

Key Skills:

- Develop a sketchbook to record images and ideas of interest and examples of their artwork.
- Independently plan and design a piece of art work inspired by secondary and primary sources.
- Manipulate paint and painting techniques to suit a purpose (texture, mood, effect), making choices based on their experiences.
- Describe, interpret and evaluate work of others as well as their own to enable discussion of how this can influence work.
- Recognise artists using them as an inspiration.

Potential artists:

Yayoi Kusama, Katsushika Hokusai, Hiroshi Yoshida, Takashi Murakami

Possible experiences:

- Opportunity to sell, display what they have made
- Invite in 'experts' to support with techniques
- Visit an art museum.

We should already know:

- How to create textural effects.
- To use colours to create atmosphere.
- To use complimentary colours.
- How to confidently control types of marks made by different resources.
- How to develop intricate patterns and marks using a range of resources.



Key Vocabulary

Atmosphere	The tone or mood of something
Complementary	Combining things in a way which enhances each other
Contrasting	Combining things which are strikingly different
Design	Planning and creating a piece of work based on personal stylistic and artistic choices
Shade	The darkening or lightening of a colour
Technique	The skills and abilities used to achieve specific artistic outcomes
Tone	The lightness or darkness of colours used which help create depth and distance