

Corricolom 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.
- Learn and develop a new making technique understanding the various creative purposes for chosen technique (block printing).
- Generate and plan ideas from a range of stimuli using secondary research to support ideas.
- Explore different purposes of art and printing and begin to consider how this works in creative industries (tiles/coasters).
- Create printing blocks by simplifying an initial sketch book idea.

Potential artists:

Claire Willberg, Kevork Mourad, Shepard Fairey

Possible experiences:

- Opportunity to sell, display what they have made
- Invite in 'experts' to support with techniques

We should already know:

- Able to select colours, shapes and materials to suit ideas and purposes.
- Design and make something that is imagined or invented.
 - Skills such as measuring materials, cutting, and adding decoration.
 - Effectively follow a plan for a making process, modifying and correcting as we go.



Key Vocabulary

Impression	A mark left on a surface
Monotype	A single print taken from a design created with printing ink
Overlay	Lie on top
Pressure	Force exerted on an object
Print	Create an image of piece of artwork using a singular image carved into a material base
Surface	The top layer of a material
Tile	A single tile with a pattern on image on top