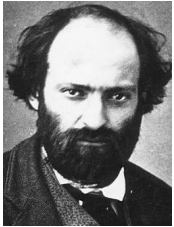


Art and Design

Year 6 Spring Term

Inspirational artwork: In the Oise Valley



Artist, craft-maker or designer: Paul Cézanne

Paul Cézanne was a French artist. He was born on 19th January 1839 in Provence, France and studied painting in Paris. Cézanne was inspired by nature and many of his paintings depict the outdoors but he was most well-known for his still-life paintings. Cézanne was an impressionist painter which means he did not try to create an exact copy of the real world. Instead, Cézanne used thick brush strokes and large patches of colour which added depth to his work. By using different tints and shades, Cézanne was able to show realistic shadows. For added perspective, Cézanne used warmer cooler in the foreground of his paintings and cooler colours in the background. Although he is now considered to be one of the most famous artists in the world, Cézanne only sold a few paintings in his lifetime. Cézanne died in 1906 having created more than 1000 paintings. He inspired many modern painters, including Pablo Picasso.

Media

sketch pencils
watercolours
pastels
paper

Piece

I will create a mixed-media landscape depicting light and dark.

Critical technique

I will express a critical opinion on the work of an artist, craft maker or designer giving reference to line, colour and form, pattern and texture and make clear links between techniques and artists.

Concepts

Colour Lightness or darkness;
cool or warm.



Line A wavy line icon representing different types of lines.

Texture



What should I already know?

- I understand what the colour wheel is.
- I can mix and use secondary and tertiary colours.
- I can mix and use tints, tones and shades to add detail and perspective.
- I can identify and work with complementary contrasting colours.
- I can mix and match colours for a purpose.
- I understand how colour creates mood or evokes emotion in art.

What will I learn?

- I will mix and match colours to create light.
- I will use a variety of tools and select the most appropriate.
- I will use mixed media to represent a range of textures for a given purpose.

Key Vocabulary

| | |
|---------------|--|
| impressionist | An artist who did not try to paint an exact copy of real life, but who painted an impression of what they saw. |
| value | The variations of light and dark on the surface of an object. |
| foreground | The part of the picture or view that is nearest to you when you look at it. |
| background | The part of the picture or view that is furthest away from you when you look at it. |
| depth | Creating the illusion of being 3D. |
| tone | The lightness or darkness of a colour. |
| light | The reflection shown on a surface. |
| shadow | The darkness created when something blocks light. |

