

Art Y7 Summer HT1: Learning Journey

What are we learning about?

In this unit of work we are going to learn about creating patterns inspired by Kente Cloth.



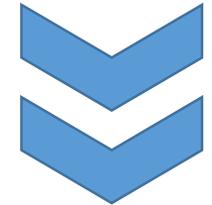
Why are we learning about it?

Artists use pattern to create artworks for many different reasons. Fashion Designers may use them to create striking decorative clothes, Graphic Designers may use them to create iconic logo's, Interior Designers may use them to decorate beautiful curtains and rugs, while Fine Artist's may want to create a sense of rhythm and movement in their artwork. It is important to learn how to create patterns so that we can use them in our own creative and artistic ways.



What new KNOWLEDGE will I gain?

You will research Kente Cloth and how it is created. You will learn about how colours are used as symbols in Art.



TOPIC: Kente Cloth

How does this build on the SKILLS I already have?

You have already learnt skills in controlling a paintbrush and paint in your African Mask Project. You have learnt how to create basic collage techniques in your Collagraph Project. You have designed masks in your African Mask Project.

This project will provide the opportunity to practice your prior skills and develop your control over your media and techniques. It will provide you with more confidence and vocabulary to discuss your own and others artwork.



What new SKILLS will I develop?

You will learn new techniques in oil pastel, watercolour and collage. You will develop your design skills by being more accurate and careful with your pencil and by being more thoughtful about what your design means.

You will also develop your research evaluation skills with new language.



How does this build on the KNOWLEDGE I already have?

You have developed a basic understanding of what pattern means and about primary, secondary and tertiary colours (the colour wheel) in your African Mask project. This project will enable you to learn how to combine and design your own patterns and deepen your understanding of colours as symbols.