

RIGHTS RESPECTING SCHOOLS Unicef

Houses and Homes Collage

Key themes/topic overview

During this topic we will be using the work of artists including LS Lowry and Paul Klee and the architect Gaudi to inspire our own collage of buildings. We will develop and refine out cutting and sticking skills before exploring how we can create different textures. From here we will create city or street scenes using a variety of materials including paper, paint, wax crayons.

Lesson Sequence

Exploring work of artists and architects

Cutting and gluing skills

Exploring texture - rubbings and mark making

Creating city/street scene using different materials

Evaluating

What is a collage? How can we create different textures?

Sticky learning

New Knowledge

- Know the work of some artists, craftspeople, architects and designers, and use their work as an inspiration for own ideas
- Understand some of the activities which might take place in a sketchbook (e.g. Drawing, cutting/sticking, collecting).
- I know how to use basic tools for construction and deconstruction safely

New Skills

- I can use lines to represent objects imagined or remembered.
- Begin to build knowledge of what different materials and techniques can offer
- Use basic tools to help deconstruct (scissors) and then construct (glue sticks)
- Begin to explore a variety of drawing materials including pencil, pens, wax and charcoal.
- Apply skills learnt through drawing and apply these skills to painting and collage

Artists in focus

Paul Klee



LS Lowry





Antoni Gaudi





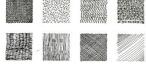
Visuals

















Materials and tools



Glue stick



Scissors



Wax crayons



Charcoal



Variety of card and paper



2D shapes

Vocabulary

Artist: A person who creates art (such as painting or sculpture)

Architect: A person who designs buildings and directs their construction

Collage: The process of finding, collecting, arranging and sticking

Texture: The feel/appearance of a

surface

Curved Straight Smooth Zig Zag Sharp Wiggly Uneven Fluffy Bumpy Slimy Round Hard Fuzzy Rough