



Year 5 Knowledge Organiser Summer Term

Drawing & Sculpture – Architecture

What I should already know (Year 3, 4 & 5).

- Improve pencil control and fine motor skills.
- Explore mark making using a range of media.
- Use lines to show emotion.
- Sketch and draw using mark making techniques.
- Create 3D effects when drawing.
- Observe and sketch the outline of curved shapes.
- Combine mark-making and light and shadow to observe and draw.
- Use found tools for drawing and mark making.
- Create a sketchy, freestyle portrait.
- Create a portrait with bold, outlined features.
- Use correct proportions to draw a face.
- Draw a realistic eye.
- Apply the skills we have learnt to draw a realistic, detailed eye.
- Draw from observation to create a self-portrait.
- Explore a range of media to draw from observation
- Explore using pattern and line to create texture.
- Combine pattern, line and colour to create a textured image.
- Observe and copy form and lines when drawing.
- Explore negative mark making.
- Create a range of marks and textures used for sketching and drawing.
- Sketch using mark making techniques and shading.
- Observe and draw a Natural Form from different perspectives using a range of media.
- Sketch and draw Natural Forms from real life observation.
- Draw figures in proportion.
- Draw a figure in an Egyptian style using proportional lines
- Draw a bird step-by-step in proportion.
- Draw a bird in proportion and use mark making to add detail.

Architecture

What will I know by the end of the unit?

- Draw buildings in the style of an illustrator.
- Use the work of an artist to influence a design.
- Create a 3D city sculpture.
- Draw a building in 3D.
- Discover some of the great architects in history.
- Compare the architectural style of Greek columns.

Vocabulary

Architecture
 Architect
 Skyline
 Stephen Wiltshire
 3D
 Freehand
 Lines
 Textures
 Shadows
 Realistic
 Proportion
 Foreground
 Background
 James Gulliver
 Depth
 Detail
 Model
 Net
 Shading
 Doric
 Ionic
 Corinthian



Sketchbook Focus & Key Knowledge

Architecture is the art of building.

An Architect is an artist who designs structures to enclose residential, commercial or public space.

James Gulliver Hancock is an American illustrator who loves to draw buildings.

Use shadows to make a drawing look 3D.

Outcome



Children learn to draw in 3D and create a collaborative 3D city sculpture.

Artist – James Gulliver Hancock

