



Year 6 Art and Design Knowledge Organiser: Popart



Subject Specific Skills

Describe the work and ideas of various artists, architects and designers, using appropriate vocabulary and referring to historical and cultural contexts
Begin to develop an awareness of composition, scale and proportion in their work
Use simple perspective in their work using a single focal point and horizon
Use different techniques, colours and textures when designing and making pieces of work and explain their choices

Prior Learning

Explore shading, using different media
Draws familiar objects with correct proportions
Understand and identify key aspects such as complementary colours, colour as tone, warm and cold colours
Use line, tone and shading to represent things seen, remembered or imagined in 3D
Mix colours to express mood, divide foreground from background or demonstrate tones

Key Vocabulary

Line
Shape
Pattern
Composition
Scale
Perspective
Proportion
Focal point
horizon

Key Artist: Charles Fazzino

Born: 26 December 1955
New York
United States



Investigate (style / techniques / examples):

3D pop art techniques and layering to create depth

Palette knife and paint to create texture

Water colours to create reflections

Use of pattern and adding detail using ink and ink pens

Design and Create:

a cityscape inspired by the New York skyline.



Evaluate:

Refine use of learnt techniques.
Adapt his/her own final work following feedback or discussion based on their preparatory ideas.
Explain and justify preferences towards different styles and artists.