

Bretnside Knowledge Organiser - Art

Year: 6	Topic: How can we design our own font?	National curriculum: To improve their mastery of art and design techniques, including drawing.
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What skills I already have:

I can successfully use shading to create mood and feeling.
 I know how to express their emotions accurately through my painting and sketches.
 I can identify and draw simple objects, and use marks and lines to produce texture.
 I can organise line, tone, shape and colour to represent figures and forms.

What skills I will have at the end of the topic:

Self-assess

I know why there are so many fonts available and what effect they have on the audience.

I can use different drawing techniques to sketch designs for fonts for different audiences.

I can use software to develop our font designs.

I can draw designs for each letter of my name in my chosen 'illuminated manuscript' font.

I can evaluate my work.

Key Questions:

Why are there so many fonts available and what effect do they have on the audience?

Can we sketch designs for fonts for three different audiences?

What could we include in an illuminated font design that reflects our personalities and achievements in Primary School?

What drawing techniques can we use as we develop our designs?

Can we draw designs for each letter of our name in our chosen 'illuminated manuscript' font?

How can we use software to develop our font designs?

Can we explain why our font reflects our personality and experiences?

Mood board:



Vocabulary

Illuminated manuscript	A manuscript in which the text is supplemented with such decoration as initials, borders and miniature illustrations.
Software	Is a set of instructions and its associated documentations that tells a computer what to do or how to perform a task. Software includes all different software programs on a computer, such as applications and the operating system.
Audiences	A group of people who listen, watch or read something.
Font	A set of type of one particular face and size.
Sketch	A rough or unfinished drawing or painting, often made to assist in making a more finished picture.
Design	A plan or drawing produced to show the look and function or workings of a building, garment, or other object before it is made.
Graphic designer	A person who combines text and pictures in advertisements, magazines, or books.