Brentside Knowledge Organiser - Art

Year: 6	Topic: Could we create a Minecraft model of our school?	National curriculum: To develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.

What skills I already have

I can identify and draw simple objects, and use marks and lines to produce texture

I can experiment with & combine materials & processes to design & make 3D form ,

I can use my sketch books to compare and discuss ideas with others.

What skills I will have at the end of the topic:	Self-assess
I can draw cubes and cuboids as well as other 3D shapes.	
I can use perspective in my drawings/sketches.	
I can use IT to create Minecraft images.	
I can use construction kit/blocks to construct.	
I can construct 3 D model using materials creatively where possible.	
I can evaluate my work and suggest improvements.	

Key Questions:

What is special about the design of Minecraft?

Can we sketch what parts of our school would look like in Minecraft?

Can we develop a sketch into a drawing and finished coloured picture?

How could we use modelling materials to make 3D models and colour them to look like Minecraft 'products'?

Can we construct a model of part of our school to look like a Minecraft screenshot in 3D?

Can we publish pictures of our models online?

If we designed our own online world, what would it look like?

Mood board:

Vocabulary	
Perspective	The art of representing three-dimensional objects on a two-dimensional surface so as to give the right impression of their height, width, depth, and position in relation to each other.
Publish	Prepared or issued for others .
Construct	To make/build.
3D	3 dimensions.
Tone	The particular quality of brightness, deepness, or hue of a shade of a colour.
Texture	The feel, appearance, or consistency of a surface.
Model	Demonstrate, represent.