YR 8 Unit - Portraits

Art and Design Department Year 8 Unit Navigator

In this unit you will develop your observation drawing skills, learn about the work of Leonardo Da Vinci, be taught about facial proportion, and create a final imaginative half and half portrait. The aims are as follows:

LG1: Knowledge: To know about the work of Leonardo Da Vinci, how to observe faces using facial proportion techniques and how to develop shading and colour on a final piece

LG2: Application: To apply skills learnt to create a final Portrait piece.

LG3: Skills: To learn and experiment with media, techniques, methods of drawing/observing using the Proportion techniques.

Les. skins. To learn and exper	Intent with media, techniques, methods of drawing/observing using the Pl		1403.
Lesson Title	Learning Goals/Outcomes/Content		$\mathbf{\Omega}$
What is a portrait? How can we draw one correctly and what rules do we need to follow? What is a portrait and how can we draw a face using the correct proportions	 LG1: Knowledge-To understand the rules of proportion and the mapping of a face. LG2: Application-To apply portrait drawing and proportion techniques and draw a self-portrait. LG3:Skills- To use the skills of face mapping and drawing techniques on an observed self portrait 	ζ,	0
How can I add shading and detail to my portrait. Developing our self-portrait focussing on line of symmetry, proportions and details. Encouraging more confident observation work.	LG1: Knowledge To understand the use of shading and different techniques to add detail to a face LG2: Application-To apply portrait drawing and textural techniques to the eyes nose, face to enhance a drawing. LG3: Skills-To use the skills by drawing and fine detail techniques on an observed self portrait		
What is a final piece? How important is a final piece and what should it show? How important is a final finished piece of artwork to show understanding of both observation and imagination?	LG1: Knowledge-To understand the half and half concept for a final piece. LG2: Application-To apply portrait drawing and use of own imaginative ideas to create a final portrait piece. LG3: Skills-To use the skills by drawing and fine detail techniques on an observed half and half portrait		
To develop a half and half portrait.Self portrait on one side and an imaginative 'person' on other side:Could be half robot, animal, celebrity, film character.How can you use your imagination to develop the piece further?	LG1: Knowledge-To understand the half and half concept for a final piece and develop the idea creatively. LG2: Application-To apply theory portrait drawing and use of own imaginative ideas to develop a final portrait piece in colour. LG3: Skills-To use the skills by drawing and adding fine detail techniques on an observed half and half portrait		
How can you refine a half and half portrait. How can you use your imagination to develop the piece further with more creative use of colour, media, patterns and techniques.	LG1: Knowledge-To understand the half and half concept for a final piece and how to refine it to a finished level. LG2: Application-To apply portrait drawing and use of own imaginative ideas to create a final portrait piece with added refinement. LG3: Skills-To use the skills by drawing and fine detail techniques on an observed half and half portrait to complete a final portrait piece.		