Year 6 – Spring 2 – Art – Pupil Knowledge Organiser

What do I already know?	What am I learning now?
• Two-point perspective uses two vanishing points on the horizon line. • Shadows and highlights are important for creating the illusion of three dimensions. • The foreground focuses on interesting features/detailed textures of the subject. • The middle ground leads the eye deeper into the artwork. • The background, uses lighter tones and less detail to give it a feeling of distance.	1. Who is Stephen Wiltshire? 2. Can I plan a drawing inspired by Stephen Wiltshire? 3. How should I begin an observational drawing? 4. How will I use shading and different media to add depth? 5. Can I evaluate and improve my drawing?

Significant People

Stephen Wiltshire

- A contemporary artist known for drawing buildings and cityscapes with precision.
- Draws entire cities in amazing detail just from memory after seeing them once!
- Found it easier to express himself through drawing as a child before he learned to speak.

Key Knowledge: Planning

Photographs can be used as references for drawings.

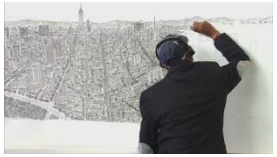
Viewfinders help in focusing on specific details in the foreground, middle ground and background.

Observation is crucial for finding details, structure, and proportions.

Using mixed media adds variation in texture.

Key Knowledge: Structure & Detail

Contour lines help outline the basic shape of a subject before adding detail.

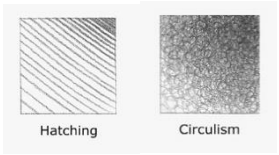


Work in sections rather than trying to complete everything at once.

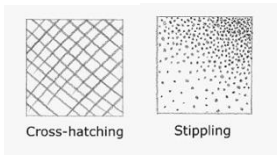
A range of shading and blending techniques can be used to for areas of shadow and light.

The closer together the lines/dots/scribbles are, the darker the area will appear.

Each shading technique also provides a different textural quality:



Hatching & Cross-hatching adds a smoother texture.



Stippling & Circulism creates a rougher/grainy texture.

Scribbling gives a rough or fuzzy effect, good for foliage.

Key Vocabulary

architecture	The design and structure of buildings.
cityscape	A drawing or painting of a city, showing its buildings and streets.
contour lines	The basic outline of a shape or object before adding details.
proportion	The size of different parts of one object in relation to each other.
tonal contrast	The difference between light and dark areas in a drawing to create depth.
shading	Adding light and dark areas to a drawing to make it look more realistic.
blending	A way of shading smoothly by softly mixing tones together.
mixed media	Using different materials, like pencil and ink, in the same artwork.
observation	Looking very carefully at something before drawing it.
detail	The small parts in a drawing that make it look more realistic and interesting.