

Year F2 — Do we all have the same imagination? / How do we celebrate our differences?

Sticky Knowledge

- An artist is a person who makes paintings, drawings, or other forms of art as a profession or hobby.
- When looking at art you can talk about whether you like the artwork or not. You can explain reasons for your choice.
- Kandinsky was a Russian artist.
- A tripod grip involves three fingers (two fingers a thumb)
- Anti-clockwise is a turn to the right.
- Clockwise is a turn to the left.
- Pressure can be soft or hard.
- Drawings can fill a whole page if the task requires it.
- Paints can be made thicker or thinner using more or less water.
- The tool you apply paint with varies the outcome e.g. fingers or a brush.
- Retracing is going over something again.
- Paintbrushes can be used in different ways.
- A tool is a piece of equipment you can use.
- You don't need to make an exact copy but can use a famous artwork to inspire your creations.
- Rich Perotta is a Marvel comic artist who lives in Nottingham
- Artists can be compared based on their styles.
- Drawings can show emotions.
- A face contains nose, ears, eyes and a mouth.
- Different media can suit different sources of information.



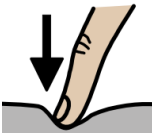
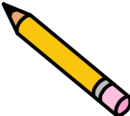
Pressure can be soft or hard.

A tripod grip is when three fingers work together to hold a pencil correctly or to pick up small objects.

Kandinsky was a famous Russian artist.



Key vocabulary

Artist		A person who makes paintings, drawings, or other forms of art as a job or hobby.
Illustrator		A person who draws or creates pictures for magazines, books, or advertising.
Pressure		Pressure can be soft or hard. Putting more pressure on the pencil will make it darker.
Tripod grip		This involves three fingers and is the best way to hold your pencil.
Paintbrush		Paintbrushes can be used in different ways to get different effects.
Tool		A tool is a piece of equipment that you can use.
Style		Different artists have different styles. A style is something that can act as inspiration.

