



Year 6- Illustration

Key knowledge

To be aware of Jon Burgerman, a British, contemporary artist and **illustrator**.

Understand what **illustration** is and what an **illustrator** does. To understand that an illustrator is not limited to creating artwork for books.

Draw from **primary observation** and understand the advantages of doing so. Use a variety of **lines** and **shapes** to design a character.

To understand that artists can use a variety of mediums to create different types of art such as comic strips, videos, photography, murals, books and paintings.

To understand the difference between **organic** and **geometric** shapes and use them in an illustration.

To work **collaboratively** to generate ideas. To explore how to develop an **illustrative composition** independently and use this to create a design for a piece of clothing.



Key vocabulary

Illustration- a visual explanation, decoration, or accompaniment of a text. They can also be used on products such as clothing.

Illustrator- draws or creates pictures for magazines, books and advertisements.

Primary observation- drawing something from a object rather a photograph or image.

Character design-the process of creating characters for animated films, comics, TV, toys, clothing and books.

Mural- a picture painted on a wall.

Collaboration- when people work with each other to complete a task.

Composition- the way things are arranged on a page to create a pleasing image.

Key experiences

- Present research in a way that reflects Jon Burgerman's style.
- To draw from primary observation to develop drawing skills..
- To work individually and collaboratively.
- To draw and develop an illustrative design for a piece of clothing.
- To develop this design into a painting.

