Unit Vocabulary -

| Line | A mark made by a pointed tool such as a pen, brush or stick. A moving point. Line can be used to show many different <br> qualities, such as: • Contours - showing the shape and form of something. •Feelings or expressions. |  |
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| Colour | There are three properties of colour: Hue (name), Value (shades and tints) and Intensity (brightness). Colour is created <br> by light. | A flat, enclosed area that has two dimensions, length and width. Artists use both geometric and organic shapes. |
| Shape | Degrees of lightness or darkness. When one tonal range blends into another is called a gradation. The difference between <br> values is called value contrast. |  |
| Tone/Valuin |  |  |
| Space | Is used to create the illusion of depth. Space can be two dimensional, three-dimensional, negative and/or positive. |  |
| Texture | Describes the feel of an actual surface. The surface quality of an object can be real or implied. |  |

Art History timeline


| SEE - THINK - WONDER - | Describing, Interpreting, Wondering | a) SEE - | b) THINK - | c) WONDER - |
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| Analysing Artist's Works. | Look at an image/painting/sculpture silently for about a minute then consider the following: | What do you see? What do you observe? Explain what you see. | Based on what you see? What do you think is happening in the image? What do you see that makes you think that? | What questions do you have about this image? What issues or ideas does it raise in your head? |

Colour in more detail

| Harmonious | These colours are next to each other on the colour wheel. These colours blend well together and <br> create balance. Primary colours are the 'starting' colours. They cannot be mixed by other colours. <br> These are red, blue and yellow. Secondary colours are made by mixing an equal amount of 2 <br> Primary, <br> Secondary and <br> Tertiary <br> coloury colours together. These are orange, purple and green. On the colour wheel, a secondary <br> mixing an uneven amount of primary colours. For example, a yellow-orange would be made with a <br> bigger ratio of yellow than red. |
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| Complimentary <br> Colours | Complimentary colours are opposite each other on the colour wheel. They do not blend together but <br> will make each other stand out. |
| Warm and <br> Cool colours | Warm colours - such as red, yellow, and orange evoke warmth because they remind us of things <br> like the sun or fire. Cool colours - such as blue, green, and purple evoke a cool feeling because <br> they remind us of things like water or grass. Warm and cool colours are split in half on the colour <br> wheel. |

