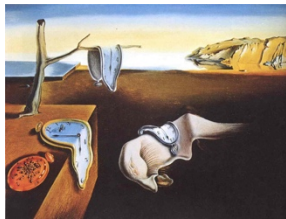


Key Stage 3: Knowledge Organiser		Topic: SURREALISM	Year: 8
		Time Period: 1920 - 1940	
LEARNING JOURNEY	Inspiration & Influences	The word surreal means beyond real. Surrealism was inspired by a psychoanalyst called Sigmund Freud who studied the unconscious mind. Surreal imagery is bizarre and dreamlike. The images look believable but can't possibly be real. Salvador Dali was the most famous surrealist artist.	
	Observational Studies	You will produce observational drawings and combine studies to create your own fantastical and strange surreal artwork. You will develop your drawing skills to a more advanced level, using the formal elements to give realism and belief to your artwork.	
	Explore & Create	You will explore line, shape, colour, form, tone and texture. You will develop detailed observations, exploring different media such as pencil, pen, watercolour and sculptural work. The work of Salvador Dali and Rene Magritte will inspire and stretch your imagination to produce your own surreal artwork.	



Key Words Glossary		Formal Elements Covered
Dada	An art movement formed during the First World War in Zurich that poked fun at the seriousness of the modern world.	<input type="checkbox"/> Line: the path left by a moving point. For example, a pencil, a stick or a paintbrush dipped in paint. <input type="checkbox"/> Shape: the area enclosed by a line. It could be just an outline or it could be shaded in. Shapes can be geometric, like a circle or triangle, or irregular <input type="checkbox"/> Colour: is a very important element. Colour is created by light and is broken down into three properties: hue, value and intensity. The colour wheel is an important tool in Art & Design. <input type="checkbox"/> Pattern: a design that is created by repeating lines, shapes, tones or colours. Patterns can be man-made, like the design printed/woven onto a fabric, or could be completely natural i.e. the markings on animal fur. <input type="checkbox"/> Form: is a three-dimensional shape, such as a cube, sphere or cone. Sculpture and three-dimensional design are about creating form. In two-dimensional artwork tone and perspective can be used to create the illusion of form. <input type="checkbox"/> Tone: refers to how light or dark something is. This could be a shade or how dark or light a colour appears. Tones are created by the way light falls onto a 3D object. Light areas are highlights, whereas darker areas are shadows. <input type="checkbox"/> Texture: relates to the surface quality – the way something feels or looks like it feels. Actual texture can be created by changing the surface of a canvas, for example, whilst visual texture is created by using marks to represent a particular surface.
Surreal	Beyond real, bizarre, dreamlike.	
Andre Breton	French writer/poet who started the surrealist movement and explained it in his Surrealist manifesto.	
Manifesto	A document that explains the intentions of something.	
Sigmund Freud	Psychoanalyst who inspired the surrealist movement through his studies of the subconscious mind.	
Psychoanalyst	A doctor that studies the human mind.	
Subconscious	The part of our minds that we are not aware of. Where our memories are stored and dreams are created.	
Automatism	Automatic drawing or writing. Drawing without knowing what it's going to be, like doodling.	
Salvador Dali	An eccentric, Spanish, surrealist artist. The most famous surrealist artist.	
'The Persistence of Memory'	Dali's most famous artwork with the melting clocks.	
Rene Magritte	French surrealist artist well known for including a bowler hat in many of his paintings.	
Max Ernst	German surrealist painter, sculptor, graphic artist, and poet. A prolific artist, Ernst was a primary pioneer of the Dada and Surrealist movement.	
Surreal Devices	Techniques used by surrealists to make their work more bizarre and dreamlike.	
Metamorphosis	Morphing one object in to another or changing its shape.	
Levitation	Floating objects that don't normally float.	
Transparency	Making objects see through.	
Change of Scale	Objects that are too small or too large for their surroundings.	
Juxtaposition	Two objects that don't normally go together in the same image.	
Dislocation	Placing a familiar object in an unfamiliar setting.	
Formative Assessment:	You will be assessed on your practical exploration of the appropriate formal elements and use of media and artistic techniques. There will be a written element to test your memorisation, knowledge and understanding of key historical facts and artistic vocabulary.	