



WHAT SHOULD I ALREADY KNOW?

- Develop Ideas - I know how to draw what I see, and I can experiment with different mediums/ materials.
- Techniques - I can show accuracy and care when drawing.
- Study of Artists - I can recall a fact about an artist, describe a feature that the artist includes in their work and identify the artistic style that they are associated with.
- Evaluation - I can discuss what I like about a piece of artwork.

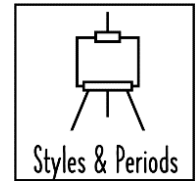
VOCABULARY

Space	Space refers to the position of objects and to the area around them
Surreal	Unbelievable, unexpected, bizarre and dream-like.
Surrealism	Surrealism artwork intends to feel unnatural, unexpected and shocking. Objects are combined in a strange way that you would not expect. It is like looking at a dream.

STICKY KNOWLEDGE

- We can show objects that are bigger and smaller in the same piece of art.
- Surrealism was inspired by dreams. It was not trying to be ordinary but instead it aimed to be unexpected and shocking.
- Surrealism combined objects that you would not expect to see together.
- Andre Breton had a short medical career before he became an artist.
- Wacky adverts, video games and films often show the Ideas of Surrealism in them. An example of this is in the Cadbury's adverts that show a gorilla playing the drums. This was a hugely popular advert and is well-remembered years later.

CONNECTING CONCEPTS



ARTIST STUDY



ANDRE BRETON (1896-1966)

Andre Breton was a French writer and artist who helped create Surrealism.

He wrote the first Surrealist Manifesto in 1924. This was very important as nobody had ever given a name to this type of artwork before.

His Surrealist Manifesto had a big impact in the world of art. Many artists used his ideas to create their own Surrealist artwork.

Egg in the Church
or The Snake

(1932)

