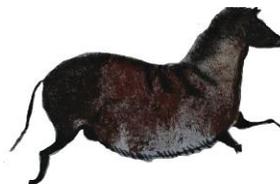
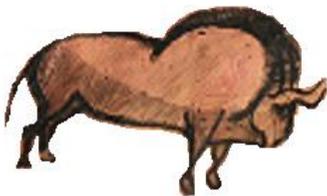


Paint Your Cave

Activity 1: Make Stone Age Paint

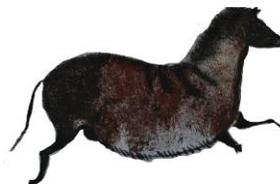
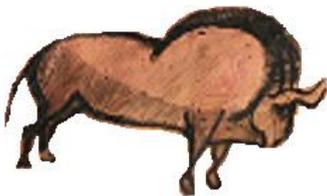
NC PROGRAMME OF STUDY	LEARNING OBJECTIVES	TEACHING ACTIVITIES	LEARNING OUTCOMES
<p>Pupils should be taught about great artists, architects and designers in history.</p>	<p>To know that prehistoric people made 'art'</p> <p>To know that prehistoric people made 'paint' from local soils and minerals</p>	<p>Begin by discussing what pupils already know about prehistoric, stone age people.</p> <p>Show pupils pictures of Stone Age art from the pack 'Paint Your Cave'. Ask the pupils to identify the colours used in the cave paintings. Browns, black, red, white</p> <p>Pupils should be encouraged to think about why colours such as blue and green are absent.</p> <p>Provide pupils with bags of dried soil from different locations and ask them to compare the colour of the different soils. Allow pupils to grind and sieve the soil and to mix it with water or oil.</p> <p>Pupils should then create soil colour charts to show the range of 'paint' colours</p>	<p>Soil paint colour charts</p>



ART PACK: Stone Age to Iron Age

Activity 2: Hand Prints

NC PROGRAMME OF STUDY	LEARNING OBJECTIVES	TEACHING ACTIVITIES	LEARNING OUTCOMES
<p>Pupils should be taught to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay)</p>	<p>To use images of Stone Age cave paintings to inform their own designs</p>	<p>Look at the images of caves that have hand prints and silhouettes. Discuss how Stone Age people might have made these images and why.</p> <p>Pupils draw around their own hands and decorate in the manner of the Stone Age using school charcoal, chalk, soft pastel, paint or the soil paint made in the previous activity.</p> <p>Pupils create silhouettes of their hands on paper or hessian by stippling and sponging paint around their hands</p>	<p>Decorated hand prints</p>



Activity 3: Animal Paintings

NC PROGRAMME OF STUDY	TEACHING OBJECTIVES	TEACHING ACTIVITIES	LEARNING OUTCOMES
<p>Pupils should be taught: to create sketch books to record their observations and use them to review and revisit ideas</p> <p>to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (e.g. pencil, charcoal, paint, clay)</p> <p>about great artists, architects and designers in history.</p>	<p>To consider why Stone Age people made images of animals</p> <p>To recognise the differences between photographic images and drawn/painted images</p> <p>To paint in the style of prehistoric cave painters</p>	<p>Display photographs of animals and images of Stone Age cave paintings of animals. Ask pupils to identify the animals</p> <ul style="list-style-type: none"> • Bison • Reindeer • Horse • Mammoth • Rhinoceros • Hyena • Lioness <p>Ask pupils to discuss how photographs are similar or different from paintings.</p> <ul style="list-style-type: none"> • Wall paintings capture the quality/ essence of the animal but with little detail. Photographs are realistic and capture lots of detail • Photographs include background (grass, trees, sky...), in wall paintings animals are isolated from surroundings • In wall paintings individual animals overlap – disregard for perspective <p>Discuss why Stone Age people painted images of animals</p> <p>Using the photographs and cave paintings as points of reference pupils should draw/ paint individual animals</p>	<p>Paintings of bison, mammoths etc. in the style of prehistoric cave art</p>

