



Art and Design – Y3 - Autumn term – Drawing – Captivating Cave Art

Key concepts:

- Develop intricate patterns/ marks with a variety of media (charcoal).
- Use their sketches to produce a final piece of work.
- Use a sketchbook to record media explorations and experimentations as well as planning and collecting source material for future works.
- Use different grades of pencil shade, to show different tones and texture.
- Begin to show an awareness of objects having a third dimension and perspective.

Exploring and Developing Ideas:

- Compare the work of different artists. Explore work from other cultures.
- Use a sketchbook for different purposes, including recording observations, planning and shaping ideas.
- Develop practical skills by experimenting with and testing the qualities of a range of materials and techniques.
- Select and use appropriately a variety of materials and techniques in order to create their own work

Evaluating and developing work:

- Reflect upon what they like and dislike about their work in order to improve it. Identify what they might change in their current work/ future work.
- Understand how evaluating creative work during the process, as well as at the end, helps feed the process.

Prior learning:

- Begin control the types of marks made with the range of media such as crayons, pastels, felt tips, charcoal, pen, chalk.
- Use three different grades of pencil in their drawing (4B, 8B, HB)
- Create different tones using light and dark.
- Show patterns and texture in their drawings.
- Use a viewfinder to focus on a specific part of an artefact before drawing it.
- Begin to use a sketchbook to plan and develop simple ideas.

Artists previously studied:, Hokusai

National Curriculum:

The national curriculum for art and design aims to ensure that all pupils:

- produce creative work, exploring their ideas and recording their experiences
- become proficient in drawing, painting, sculpture and other art, craft and design techniques
- evaluate and analyse creative works using the language of art, craft and design
- know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms.

Vocabulary:

Media
Tone
Texture
Shade
3D
Perspective

