



Year 3 – Art

Create sketchbooks to record their observations and use them to review and revisit ideas.	Improve mastery of art & design techniques	Learn about and take inspiration from notable Artist/architects/designers
<p>S1 I can use my sketchbook as a working document which develops throughout a unit of work and inspires/informs my artwork.</p>	<p>T1 - Drawing / Painting</p> <ul style="list-style-type: none"> • I can experiment with an extended variety of drawing tools. (Graded pencils, rubbers, crayons, pastels, felt tips, chalk, charcoal, chalk etc.) • I can understand that objects can be three dimensional and can draw from different viewpoints (above, below, front, back) • I can apply tone in a drawing in a simple way. (Shadow from 3D object) • Experiment and create surface textures. <ul style="list-style-type: none"> • I can identify colours needed in my artwork and effectively mix different tones of secondary colours for a purpose. • I can experiment different ways to apply paint to a surface e.g. splashing, scratching, dotting, blowing, layering etc. • I can use different types of brushes for specific purposes 	<p>A1 I can look at and talk about a larger array of artist’s work and can study a piece to make comments on the techniques used.</p>
<p>S2. I can use my sketchbook to explore and experiment with previously taught or new skills and techniques.</p>	<p>T2 – Printing</p> <ul style="list-style-type: none"> • I can refine my mono-printing techniques by making controlled marks/patterns/motifs directly onto an ink block to remove ink, before placing paper on top to transfer the ink. • I am beginning to widen my monoprinting skills by using an inked block and drawing onto the back of paper controlling line and tone using tools or pressure. 	<p>A2 I can replicate some of the techniques used by notable artists, artisans and designers.</p>
<p>S3 I can comment on both my own and other artists’ work/skills/techniques, explaining what I like and dislike and through exploration and experimentation begin to adapt skills/techniques/effects.</p>	<p>T6 – Textiles</p> <ul style="list-style-type: none"> • I begin to colour fabric using natural dyes, onion skins, tea, coffee etc. • I can refine weaving techniques to create a closely knit/tight weave in order to create my own textile. • I can embellish my fabric using sewing skills (Running stitch- smaller eyed needles) to attach beads, buttons etc. • I can secure a stitch when I am finished to prevent it from coming undone. 	<p>A3 I can recognise features of key artistic terms/vocabulary (harmony, contrast, abstract etc.) when studying an artist’s work.</p>



Year 3 Topic Coverage

<u>Autumn 1</u>	<u>Autumn 2</u>	<u>Spring 1</u>	<u>Spring 2</u>	<u>Summer 1</u>	<u>Summer 2</u>
<u>Drawing/Painting</u>		<u>Printing or Textiles</u>		<u>Printing or Textiles</u>	
<u>Subject Specific Vocabulary</u>					
Create sketchbooks to record their observations and use them to review and revisit ideas.			Learn about and take inspiration from notable Artist/architects/designers		
Sketchbook, record, media, explore, exploration, experimentation, try out, plan, collect, sources, identify, interest, like, dislike, effect, express, feelings, notes, techniques, artist, artisan, architect, designers, annotate, refer, inspire, inform			Name of appropriate artist, recognise, techniques, like, dislike, prefer, replicate, copy, notable, artist, artisan, designer, look, discuss, feel, work of artist, inspiration, stimulus, stimuli, share, review, reflect, evaluate.		
Improve mastery of art & design techniques					
<p><u>Drawing</u> Observation, accurately, imagination, memory, line, size, thickness, delicate, flowing, continuous, solid, tone, shadow, share, review, reflect, evaluate, three dimensional (3D), viewpoints, above, below, front, back, angle, birds eye view, surface, drawing tools, graded pencils, rubbers, crayons, pastels, felt tips, chalk, charcoal, surface texture, texture, fine, uneven, raised, coarse, glossy, uneven, rough, harsh, fine, effects, investigate, sketchbook, develop ideas.</p> <p><u>Painting</u> Primary colours, secondary colours, mix, tones, shade, tint, thick, thin, paint brush, paint, effective, colour, pale, pastel, bold, earthy, vibrant, subtle, contrasting, dramatic, broken, share, review, reflect, evaluate, apply, splashing, scratch, reveal, dotting, blowing, layering,</p> <p><u>Printing</u> mono print, controlled marks, pattern, motif, ink block, transfer, press, roll, textures, negative space, pressure, layer, colour, patterns, repeated, criss-cross, symmetrical, spaced, busy, intricate, detailed, share, review, reflect, evaluate, printing plate, roller</p> <p><u>Textiles</u> Fabric, properties, fabric names, natural dye, colour, change, effect, transfer, stain, weave, tight knit, close knit, embellish, decorate, join, stitch, needle, thread, eye, running stitch, secure, buttons, beads, appliquéd shapes etc.</p>					



I will learn...

Create **sketchbooks** to record their observations and use them to review and revisit ideas.

Learn about and take inspiration from notable **Artist**/architects/designers

- That a sketchbook is a working document.
- That a sketch book develops throughout a unit of work.
- That a sketchbook does not have to be 'perfect'.
- That I can explore and experiment with new media/materials in my sketchbook.
- That I can develop and refine techniques to create a desired effect.
- That I can try out ideas, plan colours and collect source material for future works.
- That I can use a sketchbook to record media explorations and experimentations as well as planning and collecting source material for future works.
- How to refer to previous work in my sketchbook to inform current piece of work.
- How to annotate how a skill/technique/effect was created for future reference.
- How to make notes in a sketchbook about techniques used by artists.

- That a person that creates pieces of artwork is called an artist, artisan, or designer.
- That there are many different artists, artisans, and designers in the world.
- The names of notable artists, artisans, and designers.
- The difference between an artist, designer, and an artisan (1. Artist creates artwork, normally drawings or paintings. 2. Designer creates the plan/look of something for the artist or artisan to follow when making something. 3. Artisans creates models and objects normally to be sold and used e.g. pots, ceramics, clothes from fabric etc.).
- How to observe and discuss real artwork.
- How to identify and discuss the possible inspiration behind the artist, artisan, or designers work.
- How to identify the techniques that an artist has used to create a piece of artwork (the resources they have used and the way in which they can use them/the style of work that they have created).
- How to use suitable vocabulary surrounding the elements of Art (the ones that are relevant to the piece we are studying).
- How to recreate the techniques shown in a piece of artwork of my own.
- How to use vocabulary to describe an artist's work.

Improve mastery of art & design **techniques**

Drawing

- That there is difference between 2D and 3D drawing.
- How to draw a 3D object.
- That I can change the viewpoint / perspective of the object that I am drawing and experiment with drawing from different angles.(above, below, front, back)



- How I can use tones to create light and shadow to add to my 3D work
- How to use a wider range of drawing tools. (graded pencils, rubbers, crayons, pastels felt tips, chalk Charcoal, chalk, charcoal)
- How to add to my drawing using different visual textures e.g. fine, uneven, raised, coarse, glossy

Painting

- That the secondary colours are purple, orange and green.
- That tone refers to how dark or light a colour is.
- How to use black and white paint to change the tone of a secondary colour.
- How to identify a colour that I need and mix different tones of secondary colours to create them.
- That I can use different brushes for specific purposes.
- How to apply paint to surface in a range of different ways. (Splashing, scratching, dotting, blowing, washing etc.) using different techniques..
- How to share/present and discuss my work.
- How to reflect on and evaluate my work with my peers.

Printing

- That I can create a mono-print in more than 1 way.
- How to apply ink to a surface using a roller.
- How to remove ink using a range of tools. (negative space) E.g. bubble wrap, string, cotton buds, shapes etc.)
- How to transfer the ink/removed design to paper by placing paper on top and applying pressure.
- That another way of mono-printing is to apply ink to surface, top with paper and then draw directly onto the paper to transfer the ink underneath.

Textiles

- That when working with fabric it is known as textiles.
- That fabrics can take on different colours when something is added to them. This can be done using natural dyes e.g. use of fruit or vegetables with a vinegar fixative.
- How to dye/colour fabrics.
- How to create a close/tight weave.
- That I need to create a tight weave in order to create my own textiles.
- How to thread a needle.
- That embellish means to decorate.
- That appliqué refers to a smaller piece of fabric being attached to a larger piece.
- How to embellish my textiles product using beads. Buttons etc- secured with a running stitch.
- How to secure a stitch so that it does not become un-done.

