

ART AND DESIGN

Key stage 2

Pupils should be taught:

- to develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design
- to create sketch books to record their observations and use them to review and revisit ideas
- to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay
- about great artists, architects and designers in history

Art and Design Y3

Expected	Knowledge and understanding <ul style="list-style-type: none"> • Know where each of the Primary and Secondary colour sits on the colour wheel. • Compare the work of different artists. • Explore work from other cultures. • Explore work from other periods of time. • Begin to understand the viewpoints of others by looking at images of people and understand how they are feeling and what the artist is trying to express in their work. 	Drawing <ul style="list-style-type: none"> • Show facial expressions in their drawings. • Use their sketches to produce a final piece of work. • Write an explanation of their sketch in notes. • Use different grades of pencil shade to show different textures and tones. 	Printing <ul style="list-style-type: none"> • Make a printing block. • Made a two colour print. 	Painting <ul style="list-style-type: none"> • Predict with accuracy the colours that they mix. • Create a background using a wash. • Use a range of brushes to create different effects.
	Collage <ul style="list-style-type: none"> • Cut very accurately. • Overlap materials. • Experiment using different colours. • Use mosaic. • Use montage. 	Sketchbooks <ul style="list-style-type: none"> • Use their sketchbooks to express feelings about a subject and to describe likes and dislikes. • Make notes in their sketchbooks about techniques used by artists. • Suggest improvements to their work. 	3D/ Textiles <ul style="list-style-type: none"> • Add onto their work to create texture and shape. • Work with life size materials. • Create pop ups. • Use more than one type of stitch. • Join fabric together to form a quilt using padding. • Use sewing to add detail to a piece of work. • Add texture to a piece of work. 	Use of IT <ul style="list-style-type: none"> • Use printed images they take with a digital camera and combine them with other media to produce art work. • Use IT programs to create a piece of work that includes their own work and that of others using the web. • Use the web to research an artist or style of art.
Exceeding	<ul style="list-style-type: none"> • Use their sketch books to adapt and improve their original ideas. • Keep notes about the purpose of their work in their sketch books. • Experiment with different styles which artists have used. • Successfully use shading to create mood and feeling. 			