

| Art & Design Year 3 | |
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| Drawing | <ul style="list-style-type: none"> • Use their sketches to develop a final piece of artwork • Use drawing as a tool to express an idea • Use different shading techniques to give depth to a drawing • Use different shading techniques to create a texture in a drawing |
| Painting | <ul style="list-style-type: none"> • Mix a range of colours in the colour wheel • Identify what colours work well together • Create a background using a 'wash' • Use a range of brushes to create different effects |
| Printing | <ul style="list-style-type: none"> • Experiment with layered printing using 2 colours or more • Understand how printing can be used to make numerous designs • Transfer a drawing into print • Explore a variety of printing techniques • Create an accurate print design • Use printmaking as a tool with other medias to develop final outcomes |
| Sketch Books | <ul style="list-style-type: none"> • Use a sketch book to express feelings about a subject and to describe likes and dislikes • Make notes in their sketch books about techniques used by artists • Suggest improvements to their work by keeping notes in their sketch books |
| 3D | |
| Collage | |
| Use of ICT | <ul style="list-style-type: none"> • Create a piece of art work which includes the integration of digital images they have taken • Combine graphics and text based on their research • Combine digital images with other media • Use IT programs to create a piece of work that includes their own work and that of others |
| Knowledge | <ul style="list-style-type: none"> • Compare the work of different artist • Explore work from other cultures • Communicate what they feel the artist is trying to express in their work • Communicate what they are trying to express in their own work |
| Artist/craft maker/designer to study | Van Gogh David Hockney |

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| Artistic terms related to topic (Key vocabulary) | Related Vocabulary |
| Greater Depth: | <ul style="list-style-type: none"> • Evaluate their learning process and make suggestions for improvement in their own and other's work • Adapt or improve their original ideas • Explain why they have selected specific materials for their artwork • Begin to communicate influences of their artwork - eg mood boards/artists/objects/nature |
| Topic/Novel Link: | |

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| Defined End Point |
| <ul style="list-style-type: none"> - Start to discuss the work of great artists, architects and designers and use sketch books to begin to experiment and review their own ideas (Drawing, painting and sculpture in a range of media) - Improvement of observational drawing skills - |