

St Barnabas

Church of England Primary Academy A member of CDARI

Key Learning in Art and Design-Years 3 and 4

Exploring and Developing Ideas	Evaluating and Developing Work							
 Select and record from first hand ob- ideas for different purposes. Question and make thoughtful obset their work. Explore the roles and purposes of ar- times and cultures. 	select ideas to use in	 Compare ideas, methods and approaches in their own and others' work and say what they think and feel about them. Adapt their work according to their views and describe how they might develop it further. Annotate work in journal. 						
Experiment with ways in which Lines and Marks Form and Shape Tone Texture								
 Experiment with ways in which surface detail can be added to drawings. Use journals to collect and record visual information from different sources. Draw for a sustained period of time at an appropriate level. 	 Make marks and lines with a wide range of drawing implements e.g. charcoal, pend crayon, chalk pastels, pens etc. Experiment with different grade of pencil and other implements create lines and marks. 	. shapes. • Begin to show a	her implements It forms and	of pencil of to achieve	nt with different grades and other implements e variations in tone. e in a drawing in a Iy.	 Create textures with a wide range of drawing implements. Apply a simple use of pattern and texture in a drawing. 		
Digital Media	Painting	Printing	Textiles		3-D	Collage		
 Record and collect visual information using digital cameras and video recorders. Present recorded visual images using software. Use a graphics package to create images and effects with; lines by controlling the brush tool with increased precision. 	 Experiment with different effects and textures including blocking in colour, washes, thickened paint creating textural effects. Work on a range of scales e.g. thin brush on small picture etc. Create different effects and textures with paint 	 Create printing blocks using a relief or impressed method. Create repeating patterns. Print with two colour overlays. 	 Use a variety of techniques, e.g. dyeing, weaving stitching to create textural effects. Match the tool the material. Develop skills in cutting and join 	g and the different to the stitching,	 Plan, design and make models from observationimagination. Join clay adequately of construct a simple base extending and modellin other shapes. Create surface pattern and textures in a malle material. 	on or collage techniques such as tearing, overlapping and layering to create images and represent textures. • Use collage as a means of collecting ideas and information and building a visual vocabulary.		

Change the type of brush to an appropriate style.	according to what they need for the task.	 Experiment with paste resist. 	Use papier mache to create a simple 3D object.			
 Create shapes by making 	Colour					
selections to cut, duplicate and	 Mix colours and know which 					
repeat.	primary colours make					
 Experiment with colours and 	secondary colours.					
textures by using effects and	 Use more specific colour 					
simple filters to manipulate and	language.					
create images for a purpose.	 Mix and use tints and 					
	shades.					
Advised curriculum coverage maximum three media per year						