

# YEAR THREE

## AUTUMN TERM

### Topic/Theme

Drawing and painting developed into 3D textile food sculptures.

### Influences

Claes Oldenburg's



## Knowledge and skills for this unit.

### Exploring and Developing Ideas

- Explore the work of artists, craftspeople and designers from different times and cultures for differences and similarities.
- Question and make thoughtful observations about starting points and select ideas to use in their work.

### Drawing and painting

- Experiment with ways in which surface detail can be added to drawings.
- Use journals to collect and record visual information from different sources, annotate in their sketchbooks.
- 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, pencil, crayon, chalk pastels, pens etc.
- Experiment with different grades of pencil and other implements to create lines and marks.
- Experiment with different grades of pencil and other implements to draw different forms and shapes.
- Begin to show an awareness of objects having a third dimension.
- Experiment with different grades of pencil and other implements to achieve variations in tone.
- Apply tone in a drawing in a simple way.
- Create textures with a wide range of drawing implements.
- Apply a simple use of pattern and texture in a drawing.
- Experiment with different effects and textures in paint, work on a range of scales e.g. thin brush on small picture etc.
- Create different effects and textures with paint according to what they need for the task.

### 3-D

- Plan, design and make models from observation or imagination.

### Textile

- Use a variety of techniques, e.g. stitching to create different textural effects.
- Develop skills in stitching, cutting and joining.

### Evaluating Review

- Compare ideas, methods and approaches in their own and others' work and say what they think and feel about it.
- Adapt their work according to their views and describe how they might develop it further.

## Vocabulary

design, evaluate, make, measure, sew, cut, thread, textiles, material, join, improve, modify, functional

Identify, explore, observe, demonstrate, plan and develop, 3D model, construct, adapt, design criteria, surface pattern, texture, decorative.

Artist, explore, create, style, observe, purpose, compare, adapt, accurate, annotate.

Observation, control, tone, media, light/ dark, pattern, shape, positioning, marks, features, viewfinder, frame, image, plan, techniques.

Particular effects, mixing, warm/cool colours, express, hues, texture, observed, emotion, primary/secondary colours, specific, represent, appropriate