

YEAR THREE

SUMMER TERM

Topic/Theme

Drawing and painting on plaster, mosaics and digital mosaics

Influences

Frescoed wall in the House of Livia and mosaic designs for floors



Knowledge and skills for this unit.

Exploring and Developing Ideas

- Explore the roles and purposes of artists, craftspeople and designers working in different times and cultures.
- Question and make thoughtful observations about starting points and select ideas to use in their work.

Drawing

- 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, 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.

Painting

- 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 according to what they need for the task.

Digital Media

- Present visual images using software.
- Experiment with colours by using effects to manipulate and create images for a purpose.

Evaluating Review

- 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.

Vocabulary

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

Mosaic, base, interstice, tesserae, **tools,** move, line, Enhance, Scale