

Key Learning in Art and Design: Years 3 and 4

Exploring and Developing Ideas		Evaluating and Developing Work			
<ul style="list-style-type: none">▪ Select and record from first hand observation, experience and imagination, and explore ideas for different purposes.▪ Question and make thoughtful observations about starting points and select ideas to use in their work.▪ Explore the roles and purposes of artists, craftspeople and designers working in different times and cultures.		<ul style="list-style-type: none">▪ 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.			
Drawing					
<ul style="list-style-type: none">▪ 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.		Lines and Marks <ul style="list-style-type: none">▪ 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.	Form and Shape <ul style="list-style-type: none">▪ 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.	Tone <ul style="list-style-type: none">▪ Experiment with different grades of pencil and other implements to achieve variations in tone.▪ Apply tone in a drawing in a simple way.	Texture <ul style="list-style-type: none">▪ 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
<ul style="list-style-type: none">▪ 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.▪ Change the type of brush to an appropriate style.▪ Create shapes by making selections to cut, duplicate and repeat.▪ Experiment with colours and textures by using effects and simple filters to manipulate and create images for a purpose.	<ul style="list-style-type: none">▪ 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. Colour <ul style="list-style-type: none">▪ Mix colours and know which primary colours make secondary colours.▪ Use more specific colour language.▪ Mix and use tints and shades.	<ul style="list-style-type: none">▪ Create printing blocks using a relief or impressed method.▪ Create repeating patterns.▪ Print with two colour overlays.	<ul style="list-style-type: none">▪ Use a variety of techniques, e.g. printing, dyeing, weaving and stitching to create different textural effects.▪ Match the tool to the material.▪ Develop skills in stitching, cutting and joining.▪ Experiment with paste resist.	<ul style="list-style-type: none">▪ Plan, design and make models from observation or imagination.▪ Join clay adequately and construct a simple base for extending and modelling other shapes.▪ Create surface patterns and textures in a malleable material.▪ Use papier mache to create a simple 3D object.	<ul style="list-style-type: none">▪ Experiment with a range of 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.
Advised curriculum coverage maximum three media per year					