

## Key Learning in Art and Design: Years 3 and 4

Exploring and Developing Ideas		Evaluating and Developing Work			
<ul style="list-style-type: none"> <li>Select and record from first hand observation, experience and imagination, and explore ideas for different purposes.</li> <li>Question and make thoughtful observations about starting points and select ideas to use in their work.</li> <li>Explore the roles and purposes of artists, craftspeople and designers working in different times and cultures.</li> </ul>		<ul style="list-style-type: none"> <li>Compare ideas, methods and approaches in their own and others' work and say what they think and feel about them.</li> <li>Adapt their work according to their views and describe how they might develop it further.</li> <li>Annotate work in journal.</li> </ul>			
Drawing					
<ul style="list-style-type: none"> <li>Experiment with ways in which surface detail can be added to drawings.</li> <li>Use journals to collect and record visual information from different sources.</li> <li>Draw for a sustained period of time at an appropriate level.</li> </ul>	<p><b>Lines and Marks</b></p> <ul style="list-style-type: none"> <li>Make marks and lines with a wide range of drawing implements e.g. charcoal, pencil, crayon, chalk pastels, pens etc.</li> <li>Experiment with different grades of pencil and other implements to create lines and marks.</li> </ul>	<p><b>Form and Shape</b></p> <ul style="list-style-type: none"> <li>Experiment with different grades of pencil and other implements to draw different forms and shapes.</li> <li>Begin to show an awareness of objects having a third dimension.</li> </ul>	<p><b>Tone</b></p> <ul style="list-style-type: none"> <li>Experiment with different grades of pencil and other implements to achieve variations in tone.</li> <li>Apply tone in a drawing in a simple way.</li> </ul>	<p><b>Texture</b></p> <ul style="list-style-type: none"> <li>Create textures with a wide range of drawing implements.</li> <li>Apply a simple use of pattern and texture in a drawing.</li> </ul>	
Digital Media	Painting	Printing	Textiles	3-D	Collage
<ul style="list-style-type: none"> <li>Record and collect visual information using digital cameras and video recorders.</li> <li>Present recorded visual images using software.</li> <li>Use a graphics package to create images and effects with; <b>lines</b> by controlling the brush tool with increased precision.</li> <li>Change the type of brush to an appropriate style.</li> <li>Create <b>shapes</b> by making selections to cut, duplicate and repeat.</li> <li>Experiment with <b>colours and textures</b> by using effects and simple filters to manipulate and create images for a purpose.</li> </ul>	<ul style="list-style-type: none"> <li>Experiment with different effects and textures including blocking in colour, washes, thickened paint creating textural effects.</li> <li>Work on a range of scales e.g. thin brush on small picture etc.</li> <li>Create different effects and textures with paint according to what they need for the task.</li> </ul> <p><b>Colour</b></p> <ul style="list-style-type: none"> <li>Mix colours and know which primary colours make secondary colours.</li> <li>Use more specific colour language.</li> <li>Mix and use tints and shades.</li> </ul>	<ul style="list-style-type: none"> <li>Create printing blocks using a relief or impressed method.</li> <li>Create repeating patterns.</li> <li>Print with two colour overlays.</li> </ul>	<ul style="list-style-type: none"> <li>Use a variety of techniques, e.g. printing, dyeing, weaving and stitching to create different textural effects.</li> <li>Match the tool to the material.</li> <li>Develop skills in stitching, cutting and joining.</li> <li>Experiment with paste resist.</li> </ul>	<ul style="list-style-type: none"> <li>Plan, design and make models from observation or imagination.</li> <li>Join clay adequately and construct a simple base for extending and modelling other shapes.</li> <li>Create surface patterns and textures in a malleable material.</li> <li>Use papier mache to create a simple 3D object.</li> </ul>	<ul style="list-style-type: none"> <li>Experiment with a range of collage techniques such as tearing, overlapping and layering to create images and represent textures.</li> <li>Use collage as a means of collecting ideas and information and building a visual vocabulary.</li> </ul>
Advised curriculum coverage maximum three media per year					