

Curriculum Vocabulary. Year 3 Art.

	Objectives	Skills. National Curriculum.	Vocabulary and Curriculum Links
Autumn Cave Art Pastels on sugar paper Study of Stonehenge and Scara Brae	I can explore ideas using digital sources i.e. internet, ipads I can experiment with marks and lines with a wide range of implements e.g. charcoal, chalk, pencil, crayon, pens etc I can experiment with different effects and textures including blocking in colour, washes, thickened paint creating textural effects, adding depth and distance. I can create different effects and textures with paint	KS2 Areas of study: Work of artists A1 explore the work of a range of great artists, architects and designers and understand the historical and cultural development of their art forms. A2 evaluate and analyse creative works using the language of art, craft and design. Exploring ideas E1 create sketch books to record their observations and use them to review and revisit ideas. E2 record and explore ideas from first hand observations, experience and imagination and ideas for different purposes E3 question and make thoughtful observations about starting points and select ideas for use in their work, recording and annotating in sketchbooks. E4 think critically about their art and design work. Drawing D1 draw for a sustained periods of time. D2 use a sketchbook to collect and develop ideas from a range of sources D3 experiment with marks and lines with a wide range of implements e.g. charcoal, chalk, pencil, crayon, pens etc D4 experiment with different grades of pencil to achieve varied tone D5 create texture and pattern in drawing with a range of implements. Digital media	Cave, Symbols, Natural materials, Animals, Detail, Colour wash, Background, Hand & finger print, Stone Age, Sabre Tooth Tiger, Woolley Mammoth, Weapons, Paint, Chalk, Pastels, Charcoal, Landscape, Silhouette, Frame, Foreground, Background, Outline, Buildings, Bombing, Fire,
Spring World War 2 Propaganda poster designs Blitz fire scenes- the 'Bombed out church' silhouettes	I can evaluate and analyse creative works using the language of art, craft and design. I can use a sketchbook to collect and develop ideas from a range of sources I can think critically about their art and design work I can experiment with marks and lines with a wide range of implements e.g. charcoal, chalk, pencil, crayon, pens etc I can create different effects and textures with paint		

Summer Egyptian Art 3D clay canopic jar thumb pots/lids Canopic jars, hieroglyphics Models of mummies Silhouette painting	I can experiment with a range of collage techniques such as tearing, overlapping and layering to create images and represent textures I can record and explore ideas from first hand observations, experience and imagination and ideas for different purposes I can explore the work of a range of great artists, architects and designers and understand the historical and cultural development of their art forms. I can develop skills in joining, extending and modelling clay. I can plan, design and make models from observation or imagination	DM1 explore ideas using digital sources i.e. internet, ipads DM2 record, collect and store visual information digitally DM3 present recorded visual images using software e.g. Photostory, Powerpoint DM4 use a graphics package to create images and effects with lines, shapes, colours and textures to manipulate and create images. 3D design 3D1 plan, design and make models from observation or imagination. 3D2 develop skills in joining, extending and modelling clay. 3D3 use papier mache to create simple 3D effects 3D4 experiment with constructing and joining recycled, natural and manmade materials. 3D5 create textures and patterns in malleable materials including clay. Painting P1 experiment with different effects and textures including blocking in colour, washes, thickened paint creating textural effects, adding depth and distance. P2 create different effects and textures with paint P3 use language of and mix primary and secondary colours and use tints and shades Printing PR1 create printing blocks using relief or impressed method PR2 develop print techniques i.e. mono-printing, block printing, relief or impressed method PR3 create repeating patterns PR4 print with two colour overlays. Textiles	Egypt, Clay, manipulate, slip, canopic jar, mummy, silhouette, pyramid, skyline, desert, hieroglyphics, various paint colours,
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		T1 use a variety of techniques e.g. printing, dyeing, weaving and stitching to create different textural effects. T2 develop skills in stitching, cutting and joining Collage C1 experiment with a range of collage techniques such as tearing, overlapping and layering to create images and represent textures. C2 use collage as a means of collecting ideas and information and building up a visual vocabulary.	
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