Key Learning in Art and Design: Years 3 and 4

Exploring and Developing Ideas

- 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.

Evaluating and Developing Work

- 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

- 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

- 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

- 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

- Experiment with different grades of pencil and other implements to achieve variations in tone.
- Apply tone in a drawing in a simple way.

Texture

- Create textures with a wide range of drawing implements.
- Apply a simple use of pattern and texture in a drawing.

Digital Media

- 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.

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.

Colour

- Mix colours and know which primary colours make secondary colours.
- Use more specific colour language.
- Mix and use tints and shades.

Printing

- Create printing blocks using a relief or impressed method.
- Create repeating patterns.
- Print with two colour overlays.

Textiles

- 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.

3-D

- 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.

Collage

- 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

© Lancashire County Council (2014)