



<b>Art Skills and Knowledge</b> Expected by the End of Year 3	
<b>Developing ideas</b>	<b>To take inspiration from the greats (classic and modern)</b>
<p>Select and record from first hand observation, experience and imagination, and explore ideas for different purposes            Make observations about starting points and select ideas to use in their work            Begin to understand how a sketchbook can be used to explore and develop ideas.            Annotate work in sketchbook</p>	<p>Explore and understand the roles and purposes of artists, craftspeople and designers working in different times and cultures            Know that art and design are affected by and can affect the culture in which they are created.</p>
<b>Painting</b>	<b>Drawing</b>
<p>Experiment with different effects and textures inc. blocking in colour, washes, thickened paint creating textural effects            Work on a range of scales e.g. thin brush on small picture etc            Mix colours and know which primary colours make secondary colours            Use a developed colour vocabulary            Mix and use tints and shades</p>	<p>Experiment with ways in which surface detail (pattern and texture) can be added to drawings            Use sketchbooks to collect/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            Have knowledge of and experiment with different grades of pencil and other drawing implements to create lines and marks            Draw different forms and shapes using tone and texture</p>
<b>Textiles</b>	<b>Sculptures</b>
<p>Use a variety of techniques, e.g. printing, dyeing, weaving and stitching to create different textural effects            Name tools and materials            Develop skills in stitching, cutting and joining</p>	<p>Plan, design and make models from observation or imagination            Know how to join clay adequately and construct a simple base for extending and modelling other shapes            Create surface patterns and textures in a malleable material            Use 3D modelling technique e.g. papier mache to create a simple 3D object</p>
<b>Printing</b>	<b>Digital Media</b>
<p>Create printing blocks using a relief or impressed method            Explore pattern and shape to create designs            Create repeating patterns            Print using a variety of materials, objects and techniques            Understand the process used to create a simple print</p>	<p>Record and collect visual information using digital cameras and video recorders            Start to present recorded visual images using software e.g. Photostory, PowerPoint            Know how to use a simple graphics package to create images and effects</p>