

## Windy Nook Primary School

<u>Key Learning in Art and Design: Years 3 and 4 -</u> Our art curriculums aim is to open up the world of art to children by introducing them to different artists, styles and different experiences through a range of techniques.

Evaluating and Developing Work (Aim 3 NC)

Exploring and Developing Ideas (Aim 1 and 4 NC)

<ul> <li>Work expressively to select and record from firsthand 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>				own and o lect • Adapt the develop it • Annotate	<ul> <li>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 a sketchbook using key vocabulary.</li> </ul>		
	(Pridage)	(lichta C		<b>Drawing</b> ) (Perfect Pop art) (Art a	mound the world)		
To develop and share experience			uniera Action)	(remect rop and) (And a	irouna The World)		
The skills below should be utilis			nedia				
Experiment with ways in which surface detail can be added to drawings. Use sketchbooks 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 we wide range of drawing implements e.g. charcoal crayon, chalk pastels, per Experiment with different grades of pencil and oth implements to create line marks.	l, pencil, ens etc. ent ner	of pencil and draw differe Draw both the shapes i.e draw the object are creates with Encourage most people - polooking closed the detail the Begin to show	with different grades other implements to ent forms and shapes. The positive and negative aw both the outline of end the shapes it in it. ore accurate drawings articularly faces ly at where feature and	Tone Experiment with different grades of pencil and other implements to achieve variations in tone. Apply tone in a drawing in simple way. Identify and draw the eff of light (shadows) on a surface, on objects and people.	range of drawing implements. Apply a simple use of pattern and texture in a drawing.	
		1		Media			
_		Printing ( crafts)		3-D -sculpture (Julius Caesar - clay tile (Bridges - DT)	·)	Collage - (Where the water takes us - Diaroma)	

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 poicture etc. Using different types of brushes for specific purposes.  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 - colour wheel.  Use more specific colour language.  Mix and use tints and shades  Mix and match colours to those in a work of art.  Begin to apply colour using dotting, scratching, splashing to imitate an artist.  Pointillism - control over coloured dots, so tone and shading is evident	Create printing blocks using a relief or impressed method. Create repeating patterns. Print with two colour overlays.	Plan, design and make models from observation or imagination.  Plan a sculpture through drawing and other preparatory work.  Create surface patterns and textures in a malleable material.  Form  Experiment with constructing and joining recycled, natural and manmade materials.  Use simple 2-D shapes to create a 3-D form.  Consider light and shadow, space and size.  Investigate, analyse and interpret natural and manmade forms of construction.	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
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## Focused Artist Study (Aim 4 NC)

The work of a recognised artist should be used to launch a unit of work. Here are some artists and information regarding their work. Alternative artists can be used. The work of recognised artist and crafts people should only be used as a starting point, not as the main focus for the unit of work.

Painting (see the light)	Drawing (pop art)	Drawing/painting (Art around the world)	3D / Architect
Cezanne Monet Discrete artists (Matthew Wong)	Andy Warhol Cezanne Discrete artists (Roy Lichtenstein and Ketna Patel)	Kahlo, Picasso, Seurat, Van Gogh, Monet Discrete artists (Joy Labingo)	Millenium Bridge, Tyne Bridge, Sage

## RRSA Article Links

During this key learning the following articles will be addressed:

Article 13: You have the right to find out things and share what you think with others, by talking, drawing, writing or in any other way unless it harms or offends other people.

Article 28: You have the right to a good quality education. You should be encouraged to go to school to the highest level you can.

Article 29: Your education should help you use and develop your talents and abilities. It should also help you learn to live peacefully, protect the environment and respect other people