



End of Year Expectations

Art and Design Y3

National Curriculum Objectives

Pupils should be taught:

- to develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design
- to create sketch books to record their observations and use them to review and revisit ideas to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials
- about great artists, architects and designers in history

Drawing

Understand the different grades of pencil and use them to scribble and shade (cross hatch, dot dash, circle, spiral)

Show facial expression in their drawings

Use small sketches to produce a final piece

Write an explanation of their sketch

Use shading to create tone Use different pressures to create hard and soft lines

Painting

Select an appropriate brush type, size and style depending on the task

Mix colours with accuracy

Know where the colours are on the colour wheel (primary and secondary)

Create a background using a wash

Use different brushes for different effects Explore links between colours and feelings

Use artists' work as a starting point and create work in the style of different artists

Work as an individual and as part of a group

Printing

Develop printing by mixing colours on paper, card and fabric

Create prints by pressing, rolling, rubbing and stamping

Re-create a print like a designer/artist

Clay

Look at the changes in clay as it dries

Look at the work of other artists/cultures to generate ideas

Collage

Cut accurately with scissors

Begin to overlap materials to experiment with different final looks
Experiment using different colours

Begin to use mosaic and montage

Textiles

Stitch sequins, buttons etc.

Use patterns from different times, places and cultures as a starting point for design

Decorate fabric with tie dye

Begin to use more than one type of stitch

IT

Use printed pictures to produce art work

Use programs to create art work that include their own work and the work of others

Use the internet to research artists or styles of art

Use digital cameras and ipads. Edit and manipulate photos using simple programs.
Print results and use to create collage and other art work

3D

Create sculptures with texture

Work with life size materials

Use nets to make cubes, cuboids etc. and use in models

Art History Knowledge

Compare different artists of the same style. Explore work from different cultures and time periods. Understand other's points of view by looking at work and trying to understand what the artist might have been thinking and feeling.