

ART AND DESIGN - YEAR 3

DRAWING	PAINTING	3D	PRINTMAKING	TEXTILES
<p>*Use sketchbook to record explorations as well as for planning and collecting source material</p> <p>*Experience a range of drawing media and computer art programmes making independent choices</p> <p>*Look at simple perspective</p> <p>*Learn the layout of a face and a figure</p> <p>*Select techniques for purposes: shading, hatching etc</p> <p>*Colour mix with pencils</p> <p>*Look at positive and negative shapes</p> <p>*Work in the style of a few artists (not copying)</p> <p>*Review own work, identify changes and develop work further</p> <p>*Look at the work of: <i>Hopper, Picasso and Surrealism as a movement</i></p>	<p>*Organise own materials, area and resources</p> <p>*Mix and match colours accurately</p> <p>*Use sketchbook for ideas, colour development; harmonising and complementary colours</p> <p>*Look at hues and tints and know what they are</p> <p>*Replicate pattern, texture and colour in work</p> <p>*Use watercolours and hard edged painting</p> <p>*Work on the same end piece over an extended period</p> <p>*Review, modify and further develop work</p> <p>*Discuss own and others' work: Rothko, Indian miniatures, <i>O'Keefe, Abstract expressionism</i></p>	<p>* Organise own materials, area and resources</p> <p>*Prepare media-wedge clay etc</p> <p>*Work on same piece over an extended period</p> <p>*Use sketchbook to inform, plan and develop ideas</p> <p>*Shape, form, model and join with confidence</p> <p>*Produce intricate patterns and textures</p> <p>*Try out pinch/slab/coil techniques</p> <p>*Look at 'wraparound' ware</p> <p>*Experience portrait carving in soap</p> <p>*Work directly from imagination or observation</p> <p>*Review and identify changes and modifications and how the work can be improved</p> <p>*</p> <p>Experience: <i>Calder, Segal, Leach, Kinetic and recycled sculpture</i></p>	<p>*Work confidently with tools and media</p> <p>*Demonstrate experience in making a 3 colour print</p> <p>*Combine prints taken from different objects to produce an end piece</p> <p>*Produce detailed relief and impressed prints</p> <p>*Experiment and plan in sketchbook</p> <p>*Produce pictorial and patterned prints</p> <p>*Develop work further and consider changes</p> <p>*Discuss own and others' work: <i>Morris</i></p>	<p>*Develop own ideas within the sketchbook</p> <p>*Try out appliqué</p> <p>*Draw with thread from direct observation</p> <p>*Look at and play with different types of natural and manmade fabrics</p> <p>*Look at fabrics from other countries: <i>Batik, tie dye</i></p>