

Ashtree Primary School and Nursery Medium Term Plan for Art

Year 3 – Drawing - Autumn

Key Vocabulary

Tone, back ground, fore ground, detail, fade, depth perception, line, pattern shading, hatch, cross hatch

Prior Knowledge

National Curriculum: KS1 pupils should be taught:

1. To use a range of materials creatively to design and make products
2. To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination
3. To develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space
4. About the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.

Key Knowledge

In addition to the above, the National Curriculum: KS2 pupils should be taught to

- a. Produce, evaluate and analyse creative works using the language of art, craft and design
- b. know about great artists, craft makers and designers, and understand the historical and cultural development and impact of their art forms as well as make links to their own work.
- c. Develop a sketchbook of observation and ideas

Key Skills

Children can be taught key knowledge by learning the skills below:

To demonstrate experience in choosing different grades of pencil and other implements to draw different forms, positive and negative shapes and variation in tone

Continue to explore shading by learning how to fill space with line, pattern, hatching and shading with pencils, chalk, pastels etc

Learn how to sketch using short soft lines and use to develop landscape observational drawing and still life drawing to develop depth perception

Use sketchbooks to collect and record visual information from different sources especially in the environment or from photos.

Make more accurate drawings of people – particularly faces and indicate facial expressions by using lines and shading and more colour

Draw initial sketches as a preparation for painting

Sketch to make quick records and as a way of recording experiences and feelings

Begin to develop understanding of 3D

Suggested Activities /Steps

Discuss and grow their understanding of 3D and then Draw still life objects (pencils, cars, lego, toys etc) –choosing different pencil grades to achieve different shades and tones

Review knowledge of lines, and teach how to hatch and cross hatch to achieve shape and tone in drawings of basic shapes and still life to begin to understand how to form 3D

Learn how to sketch using soft short lines and make a variety of sketches in Sketch books

Learn how to make sketches of still life and landscapes with objects in the foreground and background

Make accurate drawings of faces – Use the Line Template with clearly measured lines to ensure accurate spacing of features. Learn how to add expression using knowledge of lines, hatching and cross hatching (This should take 2 or 3 lessons with children drawing table partners, and self- portraits as practise)

Use sketching as a quick way to record feelings and experiences e.g. play time, feeling excited, feeling sad etc. by using above knowledge of lines etc

Curriculum links

Science – plants,

Maths - Shape

English – Oracy – use of adjectives

Misconceptions

Children understand 3D – needs to be taught clearly

Children understand shading (Using lots of short lines and a pencil held in flat position), blending (Using pencils of different colours or grades to achieve a certain tone of light or dark or certain colour) and tone (Using pencils to create lightness or darkness in a drawing)

Curriculum Enhancements and Artists

Suggested artists (to support beginning to develop an understanding of 3D perspectives in art: Da Vinci, Michelangelo Dzimirsky Mondrian

<https://www.youtube.com/watch?v=7B-YK3B6oB0> sketching with a pencil

<https://pin.it/3fIVN1L>

How to draw tutorials

This will lead to in Y4 . . .

Using knowledge of line, pattern and shading to enhance artwork and sketching. Using this to explore scale, proportion and perspective to develop 3D sketching skills