

Art - Year 3 - Spring 2 - Formal Elements of Art

Week	NC Objectives	Focus	Remember (prior knowledge)	Know (new knowledge)
1	- Pupils should be taught to develop their techniques, including their control and their use of materials.	Shape 1: Seeing simple shapes	<ul style="list-style-type: none"> - To know they can add shapes and words to their superhero art piece. (design) - To know how to draw around a 2D shape and overlap. - To know there are different types of lines and know how to create them. - To know the best type of lines to use when creating water. 	<ul style="list-style-type: none"> - To know, recognise and accurately draw simple shapes in objects. - To know and identify objects made from shapes in my environment and draw from observation - To know that: In nature objects are usually formed from wavy lines Man-made objects consist of straight line.
2	- To improve their mastery of Art and design techniques, including drawing, painting and sculpture. with a range of materials [for example, pencil, charcoal, paint, clay].	Shape 2: Geometry	<ul style="list-style-type: none"> - To know how to experiment with different resources to create lines. - To know they can add shapes and words to their superhero art piece. (design) - To know how to draw around a 2D shape and overlap. 	<ul style="list-style-type: none"> - To know that the points, lines, shapes and space that make up simple 2D and 3D shapes are known as 'geometry'. - To know basic geometrical shapes (such as circles and squares) when they draw objects - To know how to use these shapes to help them draw, design and decorate more accurately - To know how to use guidelines to help set out and construct more complicated images from observation
3	- To improve their mastery of Art and design techniques, including drawing, painting and sculpture. with a range of materials [for example, pencil, charcoal, paint, clay].	Shape 3: Working with wire	<ul style="list-style-type: none"> - To know they can design a superhero sculpture by bending wire/pipe cleaners into a shape. - To know how to show an awareness of proportions of limbs in their sculpture. (form) - To know the best way to cut complex shapes, using scissors safely and carefully. 	<ul style="list-style-type: none"> - To know how to bend, manipulate and join wire to create the shape of a fish (design) - To know how to use smaller pieces of wire to add features - To know how to work safely with the tools and equipment they are using

4	<ul style="list-style-type: none"> - 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 improve their mastery of Art and design techniques, including drawing, painting and sculpture [for example, pencil, charcoal, paint, clay]. 	Tone 1: The 4 rules of shading	<ul style="list-style-type: none"> - To know that 'tone' means the lightness and darkness of something. - To know they can experiment with pencils to create different tones. - To know how to use different tones to make a drawing look three dimensional. 	<ul style="list-style-type: none"> - To know how to describe what 'tone' means in art (the light and dark areas of an object or artwork) - To know how to hold my pencil correctly to shade - To know how to apply the four rules of shading: Shading in one direction Creating smooth, neat, even tones Leaving no gaps Ensuring neat edges when filling a shape
5	<ul style="list-style-type: none"> - 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 improve their mastery of Art and design techniques, including drawing, painting and sculpture [for example, pencil, charcoal, paint, clay]. 	Tone 2: Shading from dark to light	<ul style="list-style-type: none"> - To know that 'tone' means the lightness and darkness of something. - To know they can experiment with pencils to create different tones. - To know how to hold a pencil to create dark and light tones. - To know how to shade with no gaps. - To know not to go over lines. - To know not to rub out minor mistakes. 	<ul style="list-style-type: none"> - To know that 'tone' refers to the light and dark areas of an object or artwork - To know how to control a pencil to shade tones smoothly from light to dark using the four rules of rules of shading - To know how to blend tones gradually so that there aren't any sudden changes from dark to light