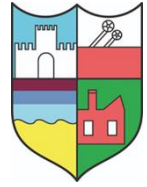


Art

Curriculum End Points

Year Three

Topic: Drawing: Growing artists

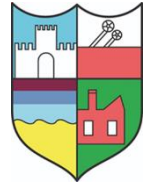


- Know the difference between organic and geometric shapes.
- Use simple shapes to form the basis of a detailed drawing.
- Use shading to demonstrate a sense of light and dark in their work.
- Shade with a reasonable degree of accuracy and skill.
- Blend tones smoothly and follow the four shading rules.
- Collect a varied range of textures using frottage.
- Use tools competently, being willing to experiment.
- Generate ideas mostly independently and make decisions to compose an interesting frottage image.
- Make considered cuts and tears to create their ideas.
- Understand how to apply tone, with some guidance about where to use it.
- Draw a framed selection of an image onto a large scale with some guidance.
- Try a range of drawing materials, beginning to demonstrate expressive marks by trying tools in an interesting way.

Art

Curriculum End Points

Year Three



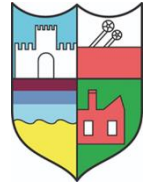
Topic: Craft and design: Ancient Egyptian scrolls

- Recognise and discuss the importance of Ancient Egyptian art.
- Consider the suitability of a surface for drawing.
- Record colours, patterns and shapes through observational drawing.
- Choose and use tools and materials confidently.
- Begin to experiment with drawing techniques.
- Create a selection of sketches that show idea exploration.
- Produce a final design with a clear purpose.
- Follow instructions with minimal support.
- Discuss and evaluate the process and outcome of their work.
- Produce a complete painted or drawn piece from a design idea.
- Use colours and materials appropriately, showing an understanding of effective composition.
- Have a clear idea of the subject of their zine, including a range of images and information.

Art

Curriculum End Points

Year Three



Sculpture and 3D: Abstract shape and space

- Try out different ways to make card shapes three dimensional, e.g. folding and curving the card or joining the flat shapes together.
- Make a structure that holds its 3D shape.
- Explain in simple terms the difference between 2D and 3D art.
- Combine shapes together to make an interesting free-standing sculpture.
- Try out more than one way to create joins between shapes.
- Identify familiar 2D shapes in photographs.
- Identify shapes in the negative space between objects.
- Draw a cardboard model from different angles, focusing on shapes in the positive and negative space to achieve an abstract effect.
- Plan an abstract sculpture based on play equipment.
- Show that they have learned how to shape materials in more than one way (e.g. by folding and rolling).
- Choose appropriate methods for joining elements in their sculptures.
- Show that they have thought about how to improve their sculptures and made choices about what to add.
- Work cooperatively in pairs to add detail to their artwork.