



Art & Design Component Knowledge

Year 3

Drawing: Growing artists

National Curriculum

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 [for example, pencil, charcoal, paint, clay]
- About great artists, architects and designers in history.

Key learning and Component knowledge

Key Learning:

L1: To recognise how artists use shape in drawing.

Component Knowledge:

- Recognise and draw simple shapes in objects.
- Identify both organic and geometric shapes.
- Use shapes to form the basis of own drawing.

Key Learning:

L2: To understand how to create tone in drawing by shading.

Component Knowledge:

- Know that tone refers to the light and dark areas of an object or artwork.
- Use the side of a pencil so that the lead is flat to the paper.
- Shade in one direction, with no gaps and straight edges.
- Blend from light to dark to dark light creating smooth tones.

Key Learning:

L3: To understand how texture can be created and used to make art.

Component Knowledge:

- Create different textures on paper by using a rubbing technique.
- Change the tool or colour that I use to change how my rubbing looks.
- Apply the technique of another artist.
- Tear and shape my rubbings to create a final piece.

Key Learning:

L4: To apply observational drawing skills to create detailed studies.

Component Knowledge:

- Use simple shapes to sketch the form of an organic object.
- Add detail using careful observation.
- Add tone using shading skills.

Key Learning:

L5: To explore composition and scale to create abstract drawings.

Component Knowledge:

- Select an interesting composition.

- Draw in a large scale.
- Experiment with drawing skills and tools.

Craft and design: Ancient Egyptian scrolls

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- About great artists, architects and designers in history.

Key learning and Component knowledge

Key Learning:

L1: To investigate the style, pattern and characteristics of Ancient Egyptian art.

Component Knowledge:

- Discuss Ancient Egyptian art to understand more about it.
- Look closely to identify colours, patterns and shapes.
- Record what I see in my sketchbook, trying out: different drawing materials, working on different surfaces, experimenting with composition.

Key Learning:

L2: To apply design skills inspired by the style of an ancient civilisation.

Component Knowledge:

- Make decisions about how I want to represent information through images.
- Plan a design for a scroll thinking about key features of the artwork of the Ancient Egyptians.
- Apply knowledge of their style to plan appropriate colours and patterns for my design.

Key Learning:

L3: To apply understanding of ancient techniques to construct a new material.

Component Knowledge:

- use knowledge of an ancient process to make a modern alternative.
- follow instructions carefully.
- review what worked well and what I could improve on.

Key Learning:

L4: To apply drawing and painting skills in the style of an ancient civilisation.

Component Knowledge:

- Use a design and accurately translate it to a new surface.
- Use materials and tools carefully to show precision in my work.
- Mix and use colours that are appropriate to the style of work.
- Suggest improvements in my own and other people's work.

Key Learning:

L5: To apply an understanding of Egyptian art to develop a contemporary response.

Component Knowledge:

- Follow instructions to create a zine.
- Use a variety of images, text and materials to make my zine interesting.
- Inform my audience about my subject with relevant information.

Sculpture and 3D: Abstract shape and space

National Curriculum

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- 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 [for example, pencil, charcoal, paint, clay]
- About great artists, architects and designers in history.

Key learning and Component knowledge

Key Learning:

L1: To join 2D shapes to make 3D structures.

Component Knowledge:

- Define sculpture
- Try different way to join card shapes
- Build a 3D sculpture that stands up on its own.

Key Learning:

L2: To join materials in different ways when working in 3D.

Component Knowledge:

- Try out more than one way to join 3D shapes.
- Work with a partner to make larger structures.
- Problem solve if something I try doesn't work first time.

Key Learning:

L3: To develop ideas for 3D artwork.

Component Knowledge:

- Identify 2D shapes in photos of 3D objects.
- Identify shapes in the background space between objects (negative space).
- Use drawings to plan a sculpture.

Key Learning:

L4: To apply knowledge of sculpture when working in 3D.

Component Knowledge:

- Follow sketchbook plan.
- Make choices about how to join materials.
- Adapt my ideas if things do not go to plan.

Key Learning:

L5: To evaluate and improve an artwork.

Component Knowledge:

- Compare two sculptor's work.
- Say what I like and what I could change about my sculpture.
- Choose how to add texture and colour to the surfaces of my sculpture.