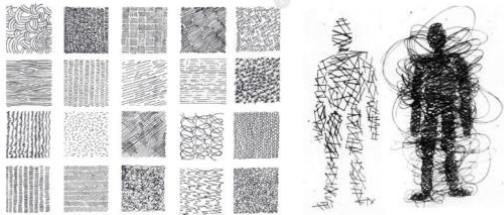
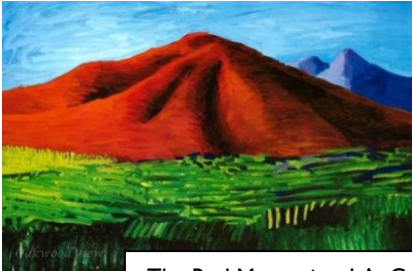




West Meadows Primary School
YEAR 3: ART & DESIGN CURRICULUM

*Arts week: This is an annual event which will have a different whole school stimulus each year (e.g. an object, a theme, a book)

	AUTUMN	SPRING	SUMMER	Arts week*
	<p>Generating ideas</p> <ul style="list-style-type: none"> Use sketch books as a place to gather ideas and experiment with different media, materials and techniques (all year groups). Use sketch books to gather, record, explore and review artistic ideas from a range of different sources. Continue to refine annotations Explain the reasons for their ideas, and discuss and answer questions about how their ideas have developed. <p>Making</p> <ul style="list-style-type: none"> Develop technical skills by experimenting with, and testing the qualities of a range of different materials and techniques. Select, and use appropriately, a variety of materials and techniques in order to create their own work. <p>Evaluating</p> <ul style="list-style-type: none"> Reflect upon what they like and dislike about their own work in order to improve it. Identify what they might change in their work or develop in their future work. <p>Knowledge and understanding</p> <ul style="list-style-type: none"> Know about and describe the work of some artists, craftspeople, architects and designers Explain how to use some of the tools and techniques they have chosen. Justify choices made e.g. brush size/scale/paper. 			
Objectives	<p>SCULPTURE: Wire/pipe cleaners (armature) & papier mâché/ Modroc Artist study: Antony Gormley (1950-)</p> <ul style="list-style-type: none"> Shape and model materials for a purpose Use tools and equipment safely and in the correct way. Explore structure and form. Develop proportion in art work Model over an armature. Select and use appropriate techniques for joining materials. Construct a simple base for extending 	<p>DRAWING: Artist study: Further study of works by Antony Gormley (1950-)</p> <ul style="list-style-type: none"> Develop a range of techniques (e.g. hatching, scribbling, stippling) to create a range of textures. Explore how artists use pattern/texture to reflect mood. Begin to develop proportion in art work (figure drawing). 	<p>PAINTING- Artist study: David Hockney (1937-)</p> <ul style="list-style-type: none"> Develop a range of techniques to create a range of textures (e.g. using sand, sawdust, flour, scratches, dotting, splashing, layering).  <p>The Red Mountains, LA, California</p>	<p>PRINTING: Collograph printing (e.g. tiles from card and various textured objects)</p> <ul style="list-style-type: none"> Create own tiles for printing (e.g. string/ bubble wrap etc on card) Print with block colours Use printing to create a repeating pattern. Use equipment and media correctly to produce a clear printed image.

<p style="writing-mode: vertical-rl; transform: rotate(180deg);">Vocabulary</p>	<p>armature, frame, mould, figure, proportion, form</p>	<p>Texture: real, implied, smooth, rough, fuzzy, hard, soft, woven, bumpy, jagged, ridged, hatching, cross hatching, stippling, dots, smudge, swirls, jagged, herringbone, regular, irregular/random, dashes</p> <p>figure, silhouette, proportion, mood</p>	<p>Texture: real, implied, smooth, rough, fuzzy, hard, soft, woven, bumpy, jagged, ridged, stippling, dots, swirls, jagged, regular, irregular/random, dashes, splash, wash, scratch, layering</p> <p>Colour: dark, light, intensity (strong, bright, weak), tone, tint, shade, gradual</p> <p>landscape (subject matter), midground, background, foreground, composition</p>	<p>collograph printing, Tile/block, ink, roller, motif, pattern, repetition, pressure</p>
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