Art & Design					
	Use sketchbooks (including digital images)	Drawing	Painting (including printing)	Sculpture (including textiles)	Range of Artist
Year 3 Substantive	 Know how to use sketchbooks to collect and record visual information from different sources. Know how to annotate work in their sketchbook Know how to adapt their work according to their views and describe how 	Gestural Drawing and Charcoal Now how to use different grades of pencil and other implements to draw different forms and shapes and variations in tone. Know how to create textures with a wide range of drawing implements Know that objects have a third dimension and begin to represent	Working with colour and shape. Cloth, thread, paints. Know how to create different effects and textures with paint according to what they need for the task. Know how to create prints using a relief or impressed method. (Screen) Know how to create a two-colour print. Know how to mix colours and use tints and shades. Know that paint acts differently on different surfaces	Telling stories Know how to plan, design and make models from observation or imagination. Know how to construct a simple base for extending and modelling clay shapes. Know how to create surface patterns and textures in a malleable material.	Artists: Gestural Drawing and Charcoal- Heather Hansen, Laura McKendry, Edgar Degas Working with colour and shape Henri Matisse, Claire Willberg Cloth, thread, paints. Alice Kettle, Hannah Rae Telling stories - Rosie Hurley, Inbal Leitner, Roald Dahl, Quentin Blake Artists:
Disciplinary (Skill)		 Make marks using graded pencils. Create textures using charcoal/pencil Create shade and light Storytelling through drawing	 Mixed varied shades of paint Use Printmaking to enhance artwork Explore painting and printing over different surfaces Exploring still life.	 Use Mod Rocc/clay to model characters. Create form and structure Make armature use to support structure Sculpture, structure.	
	they might develop it further. Now how to compare ideas, methods and approaches in their own and others' work and say what they think and feel about them. Know how to present visual images using software. Know how to use more specific colour language.	 Know how to experiment with ways in which surface detail can be added to drawings, e.g. use grades of pencil, biros, charcoal and chalk. Know how to make marks and lines with a wide range of drawing implements e.g. charcoal, pencil, crayon, chalk pastels, pens etc. Know how to create textures with a wide range of drawing implements, e.g. use oil and chalk pastel. 	Exploring pattern Know how to create different effects and textures including blocking in colour, washes, thickened paint creating textural effects. Know how to work on a range of scales e.g. thin brush on small picture etc. Know how to use line, tone, shape and colour to referent form and movement Know how to Print onto different materials	invertedness and determination Know how to sculpt clay adequately and model a recognisable shape Know how to use papiermâché to create a simple 3-D object.	Storytelling through drawing Laura Carlin, Shaun Tan Exploring still life Paul Cezanne, Peter Claesz, Melchior d' Hondecoeter, Jan Davidsz, Jacob Vosmaer, Hilary Pecis, Nicole Dyer, Baas Meeuws, Hirasho Sato Sculpture, structure,
Disciplinary (Skill)		 Use line, shape, and colour using a variety of materials to test ideas Use, drawing media – charcoal, graphite, wax resist, watercolour to enhance drawings. Create texture to suit effect 	 Draw from observation and think about use of line, colour, shape, texture, form and composition Create a compositions using a combination of skills Explore how to paint on different surfaces 	 Construct with a variety of materials to make a sculpture. Manipulate materials to create form Weave and interlock materials 	invertedness and determination Marcus Coates