



Art Skills and Knowledge Expected by the End of Year 3	
Developing ideas	To take inspiration from the greats (classic and modern)
Select and record from first hand observation, experience and imagination, and explore ideas for different purposes Make observations about starting points and select ideas to use in their work Begin to understand how a sketchbook can be used to explore and develop ideas. Annotate work in sketchbook	Explore and understand the roles and purposes of artists, craftspeople and designers working in different times and cultures Know that art and design are affected by and can affect the culture in which they are created.
Painting	Drawing
Experiment with different effects and textures inc. blocking in colour, washes, thickened paint creating textural effects Work on a range of scales e.g. thin brush on small picture etc Mix colours and know which primary colours make secondary colours Use a developed colour vocabulary Mix and use tints and shades	Experiment with ways in which surface detail (pattern and texture) can be added to drawings Use sketchbooks to collect/record visual information from different sources Draw for a sustained period of time at an appropriate level Make marks and lines with a wide range of drawing implements Have knowledge of and experiment with different grades of pencil and other drawing implements to create lines and marks Draw different forms and shapes using tone and texture
Textiles	Sculptures
Use a variety of techniques, e.g. printing, dyeing, weaving and stitching to create different textural effects Name tools and materials Develop skills in stitching, cutting and joining	Plan, design and make models from observation or imagination Know how to join clay adequately and construct a simple base for extending and modelling other shapes Create surface patterns and textures in a malleable material Use 3D modelling technique e.g. papier mache to create a simple 3D object
Printing	Digital Media
Create printing blocks using a relief or impressed method Explore pattern and shape to create designs Create repeating patterns Print using a variety of materials, objects and techniques Understand the process used to create a simple print	Record and collect visual information using digital cameras and video recorders Start to present recorded visual images using software e.g. Photostory, PowerPoint Know how to use a simple graphics package to create images and effects