

St Johns Meads Art and Design Scheme of Work: Lower Key Stage Two		Year 3	Year 4
To develop ideas	Select and record from first hand observation, experience and imagination		
	Make thoughtful observations about starting points and select ideas to use in their work.		
	Use sketchbooks to collect and record visual		
Drawing	To look closely during observational drawing		
	Make marks and lines with a wide range of media - Charcoal, pencil, crayon, chalk pastels, pens etc		
	Experiment with different grades of pencils to show line, tone and texture.		
	Annotate sketches to explain and elaborate ideas.		
	Sketch lightly (no need to use a rubber to correct mistakes).		
	Begin to show an awareness of objects being 3-dimensional		
	Use shading to show light and shadow.		
	Use hatching and cross hatching to show tone and texture		
Use viewing frames to focus on detail.			
Painting	Use a number of brush techniques using thick and thin brushes to produce shapes, textures, patterns and lines.		
	Mix colours and know which primary colours make secondary colours		
	Use more specific colour language		
	Mix and use tints and shades		
	Use watercolour paint to produce washes for backgrounds then add detail.		

	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		
	Experiment with creating mood with colour.		
	Learn to apply paints with control and using correct equipment		
Collage	Experiment with a range of collage techniques such as tearing, overlapping and layering to create images and represent textures.		
	To be able to curl, scrunch, shape, tear and cut		
	Use coiling, overlapping, tessellation, mosaic and montage.		
	Ensure work is precise		
Sculpture	To understand that a sculpture can be created by the removal of material as well as adding material		
	Join clay adequately and construct a simple base for extending and modelling other shapes		
	To use gouging and scraping techniques on a flat clay tile		
	Create surface patterns and textures in a malleable material		
	Use papier-mâché to create a simple 3D object		
	To embellish with paint and paper		
Printing	Create printing blocks using a card, string and other materials (e.g. from coiled string glued to a block).		
	Create precise repeating patterns		

	Print using layers of two or more colours.		
Textiles	Use a variety of techniques e.g. printing, dyeing, weaving and stitching to create different textural effects		
	Develop skills in stitching, cutting and joining		
	To sew a simple product using blanket stitch e.g a puppet or a cushion .		
	To be able to use simple cross stitch on binca to create a pattern.		
	Practise weaving techniques and use a simple colour palette to create different effects		
Food	Prepare ingredients hygienically using appropriate utensils		
	Measure ingredients to the nearest gram accurately		
	Follow a recipe		
	Assemble or cook healthy ingredients		
Resistant Materials (Construction, Mechanics, Electronics)	Use materials to practise drilling, screwing, gluing and nailing materials to make and strengthen products		
	Strengthen materials using suitable techniques		
	Use knowledge of forces to choose appropriate mechanisms for a product (such as levers, wheels, pulleys and gears)		
	Create series and parallel circuits		
	Use a graphics package to create images and effects		

Digital Media / Graphics	Create images, video and sound recordings and explain why they were created.		
Famous Artists	Explore the roles and purposes of artists, craftspeople and designers working in different times and cultures.		
	Replicate some of the techniques used by notable artists, artisans and designers.		
	Create original pieces that are influenced by studies of others.		
Evaluating	Compare ideas, methods and approaches in their own work and say what they think and feel about them.		
	Adapt their work according to their views.		
	Annotate work in sketchbook		