

Art Year 3

Each topic will take roughly 6 weeks to complete, incorporating the 6 main elements of Art: form, shape, line, colours, space, texture and value.

3D project (clay or salt dough).

Recreate the prehistoric historical landmark Stonehenge, using tools to create texture.



Prehistoric Cave Art

Create an art piece, using charcoal and pastels, which depicts a story during prehistoric Britain.



Charles Rennie Mackintosh

Design and create a stained glass window inspired by Charles Rennie Mackintosh.



Claude Monet

Taking inspiration from Monet's watercolour art scenes, children to paint and Ancient Egyptian scene (pyramids).



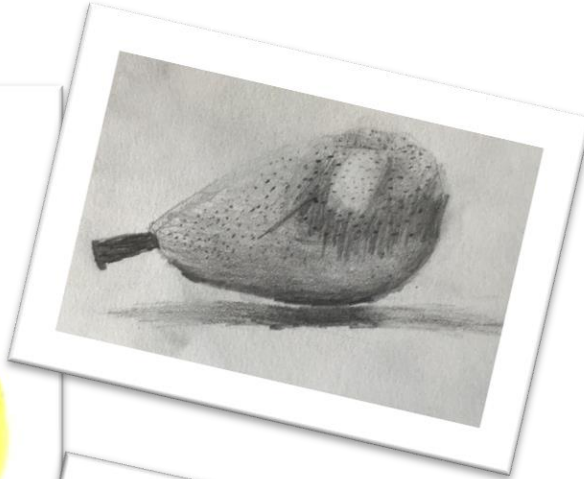
Observational Drawing: Fruit



Outcome: An observational drawing.

Year 3: Fruit

Initially do a 'cold' sketch and again at the end of the unit to show progression of skills taught.



Observe Shape and Form

- Record their ideas from first hand observation, experience and imagination.
- Which elements can they identify?
- Comment on the scale of the object.
- Note the detail of the object.

Tone

- Use the cross-hatching technique
- Produce lines, which can be layered using contour shading technique
- Use the blending and smudging technique to create shadows by creating a tonal scale.

Evaluate

- Review what they have done by saying what they like and think about their work.
- Identify what they could do better next time and might change next time.

Outcome: Cave Art and Sculpture

Year 3: Prehistoric Cave Art

Create Prehistoric inspired drawings and sculptural work using mixed media.



Line

- Produce lines which are thick and are precise
- Produce textured lines.

Colour

- Use natural resources to experiment with natural colours and pigment.

Texture

- Combine sand, paint, glue, leaves and other objects to create texture.
- Begin to overlap, create ridges, bumps and layer clay to create texture.

Form

- Manipulate clay by pinching, rolling, twisting, scratching and coiling.
- Add detail and texture to clay using specific tools.

Evaluate

- Review what they have done by saying what they like and think about their work.
- Identify what they could do better next time and might change next time.

Outcome: Watercolour painting

Year 3: Charles Rennie Mackintosh

Create a watercolour painting inspired by Charles Rennie Mackintosh.



Line

- Experiment with thick and thin, curved and straight lines.
- Explore how horizontal and vertical lines lead the eye towards features within the piece.

Colour

- Use shades and tints of colours to create bright colours, which contrast.
- Use different paints to change the opacity of the paint.

Shape

- Create and combine shapes to create recognisable forms.

Evaluate

- Review what they have done by saying what they like and think about their work.
- Identify what they could do better next time and might change next time.

Outcome: Landscape painting (Egypt)

Year 3: Claude Monet

Create watercolour landscape inspired by Claude Monet.



Line

- Produce thick and thin lines.
- Use thick and thin lines to create outlines.
- Produce lines which blend and blur to create light and shadow.
- Use paintbrushes of different thickness to create line effects.
- Experiment with sponges to create textured lines.

Colour

- Use shades and tints of a limited range of colours (nature in abstract colours)
- Begin to understand how colour can express an uplifted mood of a low-mood setting.
- Blend colours of similar shades and tints.

Evaluate

- Compare ideas and approaches in their own work – saying what they think and feel about it
- Adapt their work according to their views, noting how they could develop it further.