





**Programme of Study Statements**

Pupils should be taught:

- To develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.
- To create sketch books to record their observations and use them to review and revisit ideas.
- To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]
- About great artists, architects and designers in history.

<p><b><u>Skills</u></b> Become proficient in drawing, painting, sculpture and other art, craft and design techniques.</p> 	<p><b><u>Creativity</u></b> Explore ideas, invent, imagine, problem solve</p> 	<p><b><u>Knowledge</u></b> Learn great Artists, crafts and design, learn how artists use formal elements</p> 	<p><b><u>Reflection</u></b> (which leads to personal development) Evaluate and Analyse own and others work.</p> 
---	---	--	---

**Artists and sketchbooks**

- To collect ideas for preliminary studies trying out different media and materials.
- To describe the thoughts and feelings about their own and others work and discuss how these might influence their own designs using appropriate language.
- To research the work of an artists and use their work to replicate a style.

**Prior Knowledge/skills:**

- I can explore drawing and blending lines to create different shades, textures and tones with different drawing mediums.
- I know how to mark areas of light and shadow in an observational drawing.
- I can refine techniques when using oil pastels and blend colours to create different tones and shades.
- I can begin to select pencil grades for purpose.

**Sticky Knowledge:**

- To select appropriate drawing materials (graded pencils)
- To know that drawing can lead to a number of different jobs.
- To show movement in drawings.

**Potential Evidence to support our Artist:**

- I can use a range of mark making techniques to show contrast and tone in drawings.
- I can use viewfinders to focus on selected parts.
- I can apply drawing skills using ink pens.
- I can draw from first-hand observation, source materials, memory and imagination.
- I can show movement in my drawings.
- I can explore the work of famous illustrators and artists, and experiment with some of these styles.
- I know different grades of pencils 2H, HB, B, 2B, 4B & 6B and can select these for purpose.
- I can explain that drawing can lead to jobs such as architecture, fashion designing, and illustration.

**Key Vocabulary**

Viewfinder, First-hand observation, Secondary source images, illustrator, contrast, tone

# Drawing

## Vocabulary

## Definition

Viewfinder	A simple device that allows you to isolate or "crop" a scene within a rectangular area.
First hand observation	When you look at surroundings and you draw what you see first.
Second source images	Material produced by others. e.g artefacts, photographs, film, video or web-based material
Illustrator	A person who draw or creates pictures for magazines, books, advertising etc.
Tone	Refers to the relative lightness or darkness of a colour.
Contrast.	To show noticeable difference.
Movement	An act of moving.

## Artist study

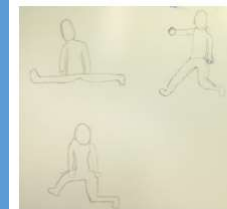
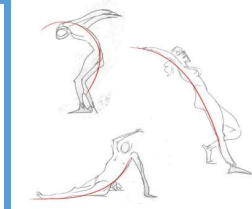
### Martin Impey



### Edgar Degas



## Techniques



<b>Cultural Capital</b>		
Visits and visitors	Experiences and events	Key texts
Community events and links	Global issues	Life skills Curiosity Creativity Resilience Making Links