

Year 3 Autumn, Art



Stone Age Art

Y3 will be exploring Cave Art, Stone Henge, Fossils



Prior Learning (skills and knowledge)

Previously, Children have been...

Learning the value of sketchbooks for experimenting and learning new skills/developing ideas.

Experimenting with a variety of media within sketchbooks to develop analytical skills during the creative process.

Learning about West African culture and related arts and crafts.

Learning about artists Paul Klee and responding to his works.

Key Artists Cave Paintings, Lascaux, France
Street Artist Banksy

Links: Humanities: The Stone Age
Science: Geology

Suggested Texts

Stone Age Boy by Yatoshi Kitamura

The First Drawing by Mordecai Gerstein

Cave Art (World of Art) Thomas and Hudson

Suggested Trips British Museum, Museum of London

Content Throughout the units in Year 3, children are:

Cave Art

Learning about the works of cave painters from the Stone Age from locations around the globe, E.g. Lascaux, France

Investigating features of cave paintings, colour palette (Earth colours) How pigments were created using earth, clay and ground down rocks.

Creating own pigments using rocks, mud, chalk, charcoal etc.

Experimenting with earth colours within sketchbooks, Key colours of Yellow Ochre, Burnt Umber, Burnt Sienna, Raw Umber, Black and White.

Experimenting with pigments created using natural materials, compare and contrast with manufactured Oil, Chalk Pastels and Poster, Watercolour paint. Blend own made and manufactured media to create a variety of interesting hues, tones and textures.

Practising drawing skills through sketchbook development, drawing of animals . WMG Drawing. Links to Science: explore animals and human figures found in caves, horses, cattle, deer, arrows, spears and hand prints.

Creating a series of sketches within sketchbooks, planning out ideas and focussing on WMG Drawing when using a variety of mark making tools and media, ranging from graded pencils, charcoal sticks, fine liner pen and drawing ink.

Consolidating prior learning to create a work of art with an aquatic theme using oil pastel and watercolour resist within sketchbook. Double page spread.

Sketchbook experimentation with use of Oil and Chalk pastels, learning properties of medium and evaluating similarities and differences of each. Creating tonal scales, blending techniques and further developing knowledge of colour theory; Analogous (harmonious colour blending), contrast/complimentary colours. Apply with analysis, to colour cave painting. WMG colour theory.

Ceramic Fossils

Revisit ceramics to recreate a fossilised animal skeleton. Explore a variety a clay techniques and tools, such as clay, slipping, scoring, slabbing and glazing.

Suggested Outcomes

Sketchbook Development: Creating earth pigments and experimenting within sketchbooks. Use of analogous colour to create hues and tones.: WMG paintbrush technique/WMG colour theory. Adding modern colour palette to contemporise.

Suggested Outcome: Double page spread of risk taking, mark making and blending of colours, together with analytical annotations.

Sketchbook Development: Drawings animals. WMG drawing technique.

Suggested Outcome: A series of development sketches, using a variety of media with study of line, shape, space and form.

Suggested Outcome: A ceramic tile of a fossilised animal skeleton,



Stone Age Art

Y3 will be exploring Cave Art, Stone Henge, Fossils



Drawing Skills

Skill & Control

Greater skill & control is evident when using the formal elements to draw, e.g. using simple lines & geometric shapes to create forms. Control pressure when using drawing implements to create lighter or darker tones and marks, such as when sketching. Increasingly able to shade areas neatly without spaces & gaps. Identify & draw detail, texture, and pattern.

Techniques

Learn to use pencils hard and soft, pastels, felt-tips, charcoal and chalk, inks and other materials such as wire, wool, straws, cotton buds, feathers, sticky tape to create expressive drawings. Develop a free flow creative environment to help develop confidence building and risk taking mind-set as introduction to topic based learning, in this case Stone Age art.

Purpose

To develop ideas within sketchbooks. Pupils gain experience in using a variety of drawing materials and media, learning to improve and develop their style. Pupils make informed choices in choice of media they would prefer to use for their artwork.

Other Artists Skills and Techniques

Skill & Control

Develop brush control & learn to use different types of paint and painting surfaces, identifying different paintbrushes and painting equipment. Pupils learn to paint neatly and carefully, without leaving gaps or messy edges. Learn to measure & mix the paint needed & apply paint sensitively with control.

Techniques

Experiment with painting on a range of 2D surfaces such as cartridge paper, card, brown paper, coloured papers, fabrics and textured surfaces. Learn to use different techniques to create effects such as spattering, stippling, dripping, pouring etc. to paint expressively.

Formal Elements

Colour: Develop colour mixing to make finer variations in secondary colours.

Tone/Form: Pupils learn why light colours appear to be to us and dark objects look further away, then explore this in their art.

Pattern & Texture: Create original patterns & make textures.

Shape/Line: Understand the importance of outlines & paint more sophisticated shapes.

Key Vocabulary

Essential earth colours



Burnt Sienna Burnt Umber



Venetian Red Indian Red

Warm earth colours



Brown Ochre Transparent Red Ochre Terra Rosa Light Red

cool earth colours



Transparent Brown Oxide Brown Madder Vandyke Brown Yellow Ochre Raw Sienna

Raw Umber Davy's Gray Charcoal Grey Payne's Gray Blue Black

Pigment

The natural colouring matter of animal or plant tissue

"warm pigments are red, orange, or yellow"

Slab

Sheet of clay, predominantly made for use of tile making

Slip

Technique used to join two pieces of clay together during the building process.

Ware

Items made and constructed from clay.

Kiln

Oven used to fire clay ware.

Bisque Firing

Term used for cooking (firing) clay once left to dry after building process.

Glazing and Glaze Firing

Term used for the painting ceramics, once bisque fired. Once glazed, items are glaze fired (placed in kiln once again).