**Year 3 Art and Design Curriculum (MTP)**

**Science LTP**

**Holy Trinity C of E Primary School**

**Science LTP**



|  |  |  |  |
| --- | --- | --- | --- |
| Drawing | Painting and mixed media | Sculpture/3D | Craft and Design |
| 1. Recognise how artists use shape in drawing (observational/natural) 2. Understand how to create tone in drawing by shading (fruit) 3. Texture rubbings to create nature inspired artwork (Maud Purdy) 4. Botanical observational drawings applying techniques – tone 5. Explore scale and composition to create abstract drawings (Georgia O’Keeffe) | 1. Reflect on purpose of cave paintings – proportion when drawing an animal 2. Scaling up drawings in charcoal, to crate tones and textures (animals) 3. Explore how natural products produce pigment (e.g spices) to explore colours and effects created 4. Apply painting skills to re-create a prehistoric picture on a textured surface 5. Collaborate artwork – textured hands on wall | 1. Definition of sculpture – turning 2D card shapes into 3D shapes 2. Sculptor Sir Anthony Caro – create an abstract sculpture on a larger scale 3. Understand how manipulating shape can create abstract forms and develop drawings as part of the sculpture planning process 4. Construct their own abstract sculpture inspired by playground equipment 5. Compare sculptures by two different artists, and evaluating and adding detail to their own finished artworks | 1. Explore Ancient Egyptian art – investigate the style, pattern and characteristics. Respond with an experimental approach. 2. Create a brief to explore design ideas for an Ancient Egyptian inspired scroll. 3. Apply understanding of ancient techniques to construct a new material – papyrus paper 4. Translate scroll designs from sketchbook onto the paper created in the previous lesson 5. Create a contemporary response (zine) to share learning about the Ancient Egyptians and their art. |
| **NB**  **Objectives should be followed in order within the unit of work.**  **Units can be completed in any order.** | | | |