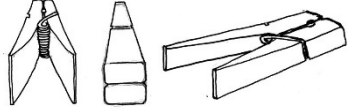
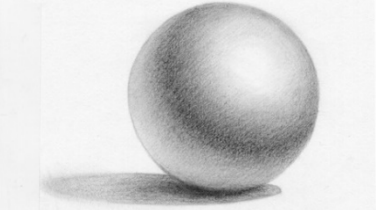
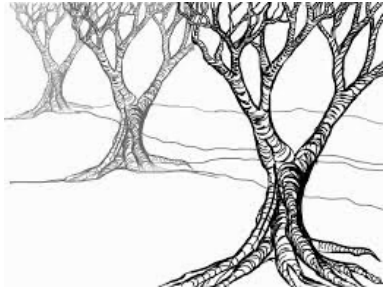




Year 3 – Autumn 1 – Art & Design – Pupil Knowledge Organiser

WHAT DO I ALREADY KNOW?		WHAT AM I LEARNING NOW?	
- Thick lines can make things look bold; thin lines can be used to show details. - Light refers to where the picture looks bright. - Dark refers to where it looks shadowy or dim. - Gentle pressure on the pencil creates light lines; hard pressure creates dark lines. - Patterns with lines, dots and squiggles can mimic textures found in nature. - Hard pencil grades create light tones; soft pencil grades create dark tones.		- What drawing skills can I recall and apply? - How can we draw more accurately? - How can we add surface detail? - What are shading and blending? - What are foregrounds and backgrounds? - How can we refine and improve our drawings?	
KEY KNOWLEDGE: DRAWING TECHNIQUES		KEY VOCABULARY	
 Drawing objects from different viewpoints helps to understand the shape and size of objects.  Light shading is achieved using a lighter pencil grade. Darker shading is achieved using a softer pencil grade.  Surface detail includes patterns and textures that make objects look more realistic.		 Smooth shading and blending create depth and texture in drawings. It can be used to draw an objects shadow, making the drawing more realistic.  Objects in the foreground are drawn larger because they are the focus and are closer. Objects in the background are drawn smaller, because they are far away.  Backgrounds have an important role in setting the scene and adding depth to artwork.	
 Different tools, like fingers or blending sticks, can help to blend and smudge media.		shading	The darkening or colouring of a drawing with lines or blocks of colour.
		shadow	The dark area made when something blocks light from reaching a surface.
		pattern	A design in which lines, shapes, forms or colours are repeated.
		line	A mark made with a moving drawing implement.
		blending	Merging two tones together to transition from one to another, or to create a new one.
		smudging	When you gently rub a pencil or charcoal drawing to make it look soft or blurry.
		surface detail	The lines/patterns created on something to make it more realistic or attractive.
		texture	How something looks like it might feel. For example, it might be smooth, rough, or bumpy if you touched it.
		foreground	The part of an artwork closest to the viewer; usually the main focus of the work.
		background	The part of an artwork furthest away from the viewer, behind the focus of the work.