

## UKS2 Art: Drawing technique and skills

### Key Vocabulary

Observation	To closely look at something in detail.
Control	How precisely we move something with our hands.
Tone	The relative lightness or darkness of a colour.
Media	The material and tools used by an artist, composer or designer to create a work of art.
Intricate Pattern	A pattern that includes many small parts or details.
Composition	The way in which different elements of an artwork are combined.
Perspectives	The art of representing three-dimensional objects on a two-dimensional surface so as to give the right impression of their height, width, depth, and position in relation to each other.
Grades	Describes the tone of the line that each pencil will produce.
dexterity	The skill in performing tasks, especially with the hands.
Improve	To make something better after evaluating its success.
adapt	To make modifications in order to improve.
scale	Scale refers to a size of an object in relation to another
Sketching	A rough drawing in which an artist notes down his preliminary ideas for a work that will eventually be finished with greater precision and detail.
Hatching	Also called cross-hatching is a <b>technique used by artists who use mediums</b> that do not allow blending (e.g., pen and ink) to indicate shading, modelling, and light and shade.

### Progression strands

Drawing techniques.	Selects appropriate media and techniques to achieve a specific outcome. Plans and completes extended sets of drawings in sketchbook/ journals to plan a painting, print or 3D piece. Can annotate a work of art to record ideas and emotions using this to inform design ideas and thumbnail drawings/designs. Builds up drawings and images of whole or parts of items using various techniques, e.g. card, relief, found materials, torn and cut materials. Confidently and strongly uses charcoal/pastels in response to light and dark, shadows and well lit areas.
Drawing skills	Can select, use and manipulate a range of drawing tools, using them with control and dexterity to accurately represent from observation. Can select a view and use a viewfinder to record what is in the frame and compile and develop several studies as visual evidence for a purpose. Can express their ideas and observations responding to advice from others to rework and improve design ideas. Can convey tonal qualities well, showing good understanding of light and dark on form.

### Sequence of Learning

Lesson 1	How can A viewfinder help with observation?
Lesson 2	What different techniques can be used for tone?
Lesson 3	What is one point perspective?
Lesson 4	Why do we annotate images?
Lesson 5	Why might we adapt our work?
Lesson 6	What could we improve to make our work better?