



Years 3 & 4

Art and Design

Knowledge Organiser—Stone Age to Iron Age

Knowledge

Skills

Vocabulary



Knowledge Progression

How can I design my Iron Age clay medallion?

How can I manipulate the clay to create my design?

Which tools will be best to carve and incise my design into the clay?

How successful is my design?

Curriculum Coverage

Pupils should be taught to:

create sketch books to record their observations and use them to review and revisit ideas , improve their mastery of art and design techniques including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint,

Skills Progression

Use sketchbooks to record drawings from observation

Experiment with different tones using graded pencils

Include increased detail within work Draw on a range of scales

Draw using a variety of tools and surfaces (paint, chalk, pastel, pen and ink)

Use a variety of tools and experiment with ways of marking with them

Develop confidence working with clay adding greater detail and texture

Investigate ways of joining clay - scratch and slip

Art and Design vocabulary—

Smooth, bumpy, texture, surface, pattern, sculpt, manipulate, shape, mould, clay, scratch, incise, print, imprint

Art and Design enquiry—

What is design? Why it is important? What does criteria mean? How does a design become a product? Why is it important to evaluate a design?

