


## Breadth of study

Draw lines of different size and thickness

- Colour own work neatly following lines
- Show pattern and texture by adding dots and lines
- Show different tones by using coloured pencils.
- Annotate sketches to explain and elaborate ideas.
- Sketch lightly
- Use shading to show light and shadow
- Use hatching and cross hatching to interesting effects such as reflections,
- Use a variety of techniques to anlight. shadows and direction of sunlight.

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- Give details, including own sketches, about the stye of a
- artist/designer.


## Sketching and Drawing



## Breadth of study

- Create a colour palette based und acrylics to create visually world
- Use the qualities of watercolour, interesting pieces
- Combine colour tones and tints to ennance paint to create texture
- Use brush techniques and the qualities of paing upon ideas from other artists
- Develop a personal style of painting, drawing upon ideas


Painting




Collage - use a combination of materials that are cut, torn and glued

- Mix materials to create textur is precise. Use coiling, overlapping, tessellation, mosaic and montage.
- Print- Build layers of colour. Create acts to reflect the purpose of the detail. Use a range of visual elements and man made environment. work. Replicate patterns in the natura a simple piece, use weaving to
- Textiles- Use stitching skills to create a dye techniques and join materials create a pattern .Use plaiting and dip dye techniques using glue or stitching.



## Breadth of study

- Create and design shapes to create recognizable forms
- Include texture that conveysfeelings, expression or movement.
- Use clay and other mouldable materials
- Add materials to provide interesting detail
- Show life like qualities and real life
- Use tools to carve and add shapes, texture and pattern
- Combine visual and tactile qualities
- Use frameworks to provide stability and support


## Design and Technology

