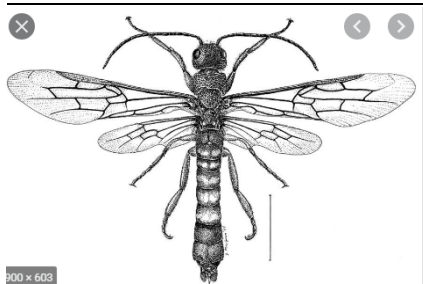
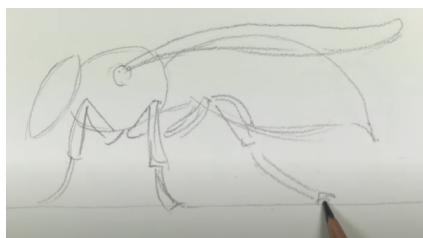
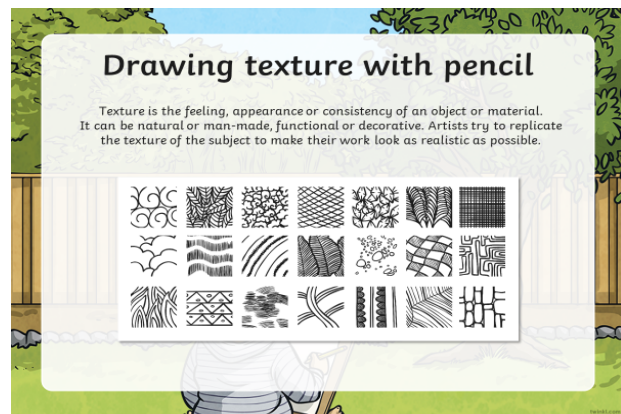
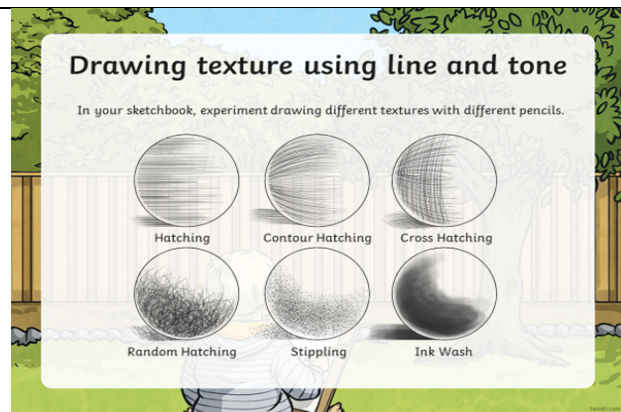


What I should already know

I can draw lines of different sizes and thickness using 2b and 4b pencils. I can shade my own work neatly, following the lines to create form using a range of pressure on the pencil. I can show pattern and texture by adding dots and lines.



Key Vocabulary

outline	Basic pencil drawing without any detail or shading
softness	Level of a pencil used for shading e.g 6B is soft
hardness	Level of a pencil used for shading e.g 6H is hard
shading	Marks made on paper to show dark and light parts of the object being drawn
mark-making	Drawings with a pencil to show shaded areas
hatching	A type of shading/mark-making - short pencil lines
cross hatching	A type of shading/mark-making - short pencil lines crossing each other
random hatching	A type of shading/mark-making – pencil layers of short, straight marks
stippling	A type of shading/mark-making – drawing lots of small dots or specks
texture	Showing how the object would feel to touch
tone	Showing how the object looks dark and light in places
dark	Darker parts of the object E.g. parts in shadow
light	Lighter parts of the object E.g. Parts reflected by sunlight
minibeasts	Small creatures such as insects
realistic	To make something look real rather than abstract
3D	To make something look round E.g. an object you could pick up

Master drawing:

I will learn to draw lines of different sizes and thickness using a range of pencils.

I will get better at shading my own work experimenting with different styles of mark-making to show differences in tone and texture.

I will learn to show how an object can look 3D with pencil.

Use of sketch books

I will use my sketchbook to experiment with different types of shading, using different pencil to create different effects.