Prehistoric art

Cave artists	Painted on cave walls and ceilings in prehistoric times, around 10,000 to 20,000 years ago.
Charcoal	A black crumbly drawing material made of carbon and often used for sketching.
Geometric shapes	The form or outline of a 2D shape.
Iron Age	A time in early human history when people began to use tools and weapons made of iron.
Line drawings	The outline of a shape without any tone.
Native	A person who was born in or comes from a particular place.
Prehistoric	The time before written history began.
Proportions	The scale and size of an object.
Stone Age	The oldest time when humans are known to have existed. They used tools made of stone.
Texture	The way a particular objects feels.
Tone	Shading using areas of dark and light to create a 3D effect.

Key facts

Charcoal is made from thin peeled willow twigs which are heated without oxygen.

Crushed charcoal can be used to create different textures.

Charcoal smudges easily. Fixing spray can be used to stop it smudging any further.

Large wild animals, such as bison, horses, aurochs, and deer were important to people in prehistory.

The process of making art in prehistory was to tell stories and record history.

The earth colours which prehistoric people painted with were: red, yellow and umber pigments, black charcoal from the fire, burnt bones (bone black) and white.

Early man created art to communicate.

Year 3 – Spring Term – Knowledge Organiser

Formal elements of art

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3D form	Solid shapes which have three dimensions: height, length and width.
Facial features	Parts of the face, such as eyes, nose and mouth.
Geometric shapes	The simple 2D and 3D shapes that make up forms and objects.
Guidelines	Sketching lines and marks to help plan the scale and shape of the object you are drawing.
Shading	Using darker pencil marks to show the darker tones.
Sketching	A fast and light style of drawing which may not be completely accurate.
Template	A shape which can be drawn around.
Tones	The light and dark areas of an object or an art work.

Key facts

I know that the points, lines, shapes and space that make up simple 2D and 3D shapes are known as 'geometry'.

Geometric design
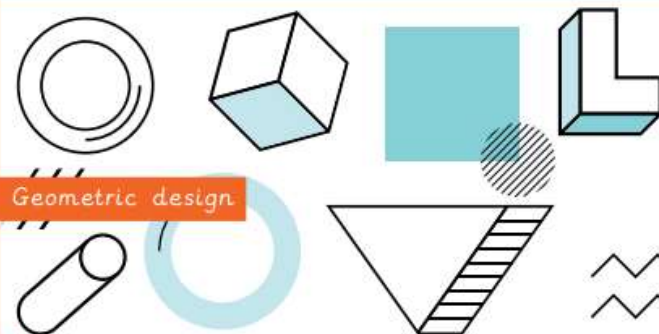
I can bend, manipulate and join wire to create an object, such as a fish.

I can shape smaller pieces of wire to add features, such as ears, nose and a tail.
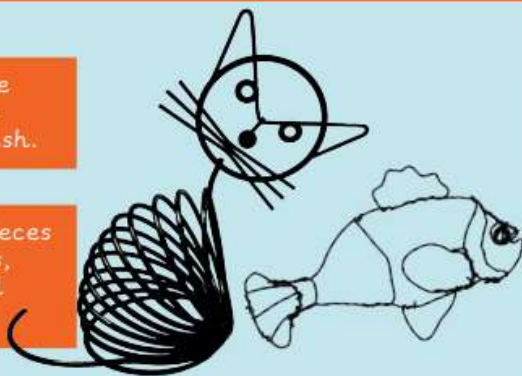
I know that when shading I need to blend tones gradually.

I can improve my shading by:
- shading tones smoothly
- shading in one direction
- not leaving any spaces

Man-made objects consist of straight lines.

In nature objects are usually formed from wavy lines.