

Learning objectives

- To recognise how artists use shape in drawing.
- To develop shading skills and use them to blend tones.
- To use careful observation for adding detail to drawings.
- To use line, shape and tone in an imaginative drawing.

This unit is designed to support children as they develop their drawing skills by exploring sketching, shading and digital art. It introduces key vocabulary, shading techniques, and the importance of smooth tonal transitions, helping children create depth and detail in their work. Featuring artists such as Edgar Degas and Yellena James, it encourages children to experiment with different drawing styles and materials. Perfect for consolidating key knowledge, this organiser builds confidence, creativity and technical skills in young artists.

Key Vocabulary

- artist
- geometric
- line
- refine
- shape
- sketch
- organic
- blend
- tone
- even tones
- observation
- pressure
- grip
- tone
- mark making
- pattern
- texture



Key skills

Read all about it! Can you find these books in your local library?

Art - Drawing: Developing drawing skills

Holding a pencil to shade



detail grip
(writing grip)



shading grip

Create smooth, even tones

Smooth changes between light and dark, achieved by gradual change of pressure when shading.



The four rules of shading:

1. Use the side of the pencil.
2. Work in one direction.
3. Press evenly.
4. Leave no gaps.



sketching: Creating a simple, quickly-made drawing without many details.



Use simple shapes when sketching a picture.



Artists:

- Yellena James.
- Katie Daisy.
- Edgar Degas.
- Dianne Sutherland.
- Sara Boccacini Meadows.

digital art: Art made using electronic devices and computers.

