

ART · Y3-Y6

# Drawing Skills

Knowledge Organiser — KS2 Art

## Key vocabulary

1

**Line**

A mark that goes from one place to another. Lines can be thick, thin, straight, curved, dotted.

2

**Shape**

An enclosed area. Can be geometric (square, circle) or organic (free-form, like a leaf).

3

**Tone**

How light or dark a part of the drawing is.

4

**Texture**

How something looks like it would feel — smooth, rough, fuzzy, scaly.

5

**Proportion**

The size of one part compared to another. A face has the eyes halfway down.

6

**Perspective**

How drawings show objects further away as smaller. Things in the distance look smaller and lighter.

7

**Shading**

Using tone to make a drawing look 3D.

8

**Highlight**

The brightest part of a drawing — where light hits hardest.



9

**Shadow**

The darkest part — where light cannot reach.

10

**Sketch**

A quick, rough drawing — used to plan a finished piece.

## Shading techniques

Four ways to add tone

- HATCHING: parallel lines. Closer lines = darker.
- CROSS-HATCHING: lines crossing each other. More crosses = darker.
- STIPPLING: dots. More dots = darker.
- BLENDING: smudging pencil with finger or paper stump for smooth gradients.
- Try ALL on the same drawing for different effects.
- Hard pencils (H, 2H) make lighter marks. Soft pencils (B, 2B, 4B) make darker marks.

## Drawing a face — proportions

The rules artists use

- EYES are halfway down the head — most beginners draw them too high.
- The space between the eyes is one eye-width.
- The bottom of the nose is halfway between the eyes and the chin.
- The mouth is halfway between the nose and the chin.
- The ears go from eye-level to nose-level.
- The head is wider than you think — about as wide as five eyes.
- Always draw faint lines first (a 'sketch'), check proportions, then darken.

## Perspective basics

Making things look 3D



- Things further away look **SMALLER**.
- Things further away have **LESS DETAIL**.
- Things further away look **LIGHTER** and more **BLUE-GREY** (atmospheric perspective).
- **VANISHING POINT**: a single point on the horizon where parallel lines meet.
- Roads, train tracks, corridors all use one vanishing point.
- Buildings often use **TWO** vanishing points (corners of a building).
- Always sketch lightly first — you'll need to rub out lines.

