

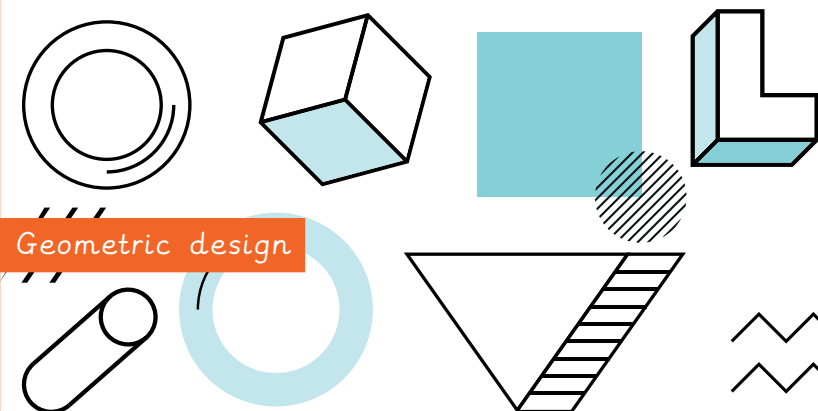
Formal elements of art

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

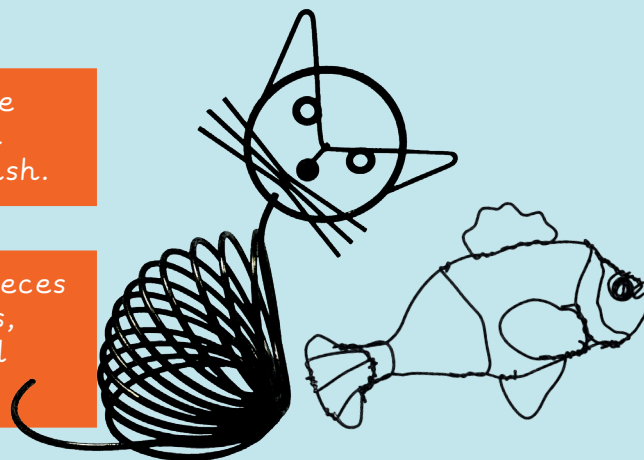


I know that the points, lines, shapes and space that make up simple 2D and 3D shapes are known as 'geometry'.



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.

