

Year 5 Art Assessment: The Art of Sketching

Learning objective: To demonstrate understanding of sketching techniques, shading, and the use of line and tone to create form.

Read each question carefully. Use your pencils to complete the drawing tasks and write your answers in the spaces provided. Ensure you use artistic vocabulary where appropriate.

Zara the zebra is preparing for an exhibition. She reminds us that a sketch is not just a quick drawing; it is a way of recording how light hits an object and how shadows create depth. By varying the pressure of your pencil and using different mark-making techniques, you can make a flat piece of paper look like a 3D object.

Word bank: cross-hatching · stippling · blending · tone · composition · perspective · texture · observation

1. Define the term 'tone' in the context of sketching. Why is it important for making a drawing look realistic? (2 marks)

2. Name and describe one technique used to create shading in a sketch, other than simple smudging. (2 marks)

3. If you are sketching an object that is close to the light source, should the shadow be lighter or darker than the side of the object facing away from the light? Explain why. (3 marks)

4. Look at an object in the room. List three things you must observe closely before you begin your initial outline. (3 marks)

5. Explain why artists use 'light, construction lines' at the start of a sketch before adding final details. (3 marks)

6. Compare the effect of using a hard pencil (H) versus a soft pencil (B) when adding texture to your work. (4 marks)

7. Write a short paragraph (4-5 sentences) explaining how you would plan a still-life composition of three different fruits. Consider the placement of the objects, the light source, and the background. (5 marks)

Draw: In the space below, sketch a simple apple. You must demonstrate at least two different shading techniques to show the apple's curved form and indicate where the light is coming from.



Extension challenge: Total: /25. Challenge: Sketch a local landmark or a piece of architecture from memory, focusing on using one-point perspective to show depth.