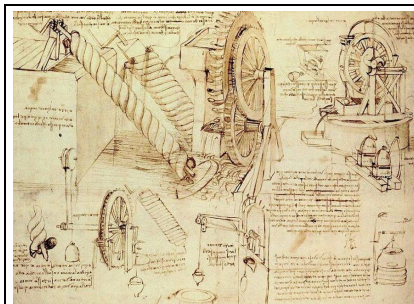


Year 4—Art knowledge organiser

	Key vocabulary	
Pressure	Tone	Contrast
Distance	Panorama	Perspective
Impression	Foreground	Middle ground
Horizon	Pointillism	Traditional



Leonardo Da Vinci sketches



Seurat: La Grande Jatte



Traditional Indian art

Art and Design—By the end of Year 4 I will know / be able to ...

Drawing	Painting and colour	Printing	Textiles and mixed media	Sculpture	Digital
<ul style="list-style-type: none"> - Use Art Journals to collect and record visual information from different sources. - Draw for a sustained period of time at an appropriate level. - Experiment with ways in which surface detail can be added to drawings. - Items drawn from the real world show an awareness of proportion. - Draw whole people, experimenting with proportion <p>Lines and Marks</p> <ul style="list-style-type: none"> - Use different strokes including a lighter tone when sketching and a darker, fluid outline. - Explore relationships between line and tone, pattern and shape, line and texture. <p>Tone</p> <ul style="list-style-type: none"> - experiment with different grades of pencil and other implements to achieve variation in tone. - Begin to use tone to indicate texture <p>Texture</p> <ul style="list-style-type: none"> - Create textures with a wide range of drawing implements. - Begin to use shading to indicate texture. 	<p>Experiment with different effects and textures including blocking in colour, washes, thickened paint creating textural effects.</p> <ul style="list-style-type: none"> - Choose paints and painting implements appropriately. - Plan and create different effects and textures with paint according to what they need for the task. - Show increasing independence and creativity with the painting process. <p>Colour</p> <ul style="list-style-type: none"> - Mix and match colours with increasing accuracy. - Use more specific colour language. - Mix and use tints and shades. 	<ul style="list-style-type: none"> - Use a variety of techniques including relief, press and fabric printing and rubbings. - Research, create and refine a print using a variety of techniques. - Select broadly the kind of material to print in order to get the effect they want. 	<ul style="list-style-type: none"> - Choose collage or textiles as a means of extending work already achieved. - Use a variety of techniques, e.g. printing, dyeing, weaving and stitching to create different textural effects. - Match the tool to the material. - Develop skills in stitching, cutting and joining. - Experiment with using batik safely. - Make a simple mosaic. 	<ul style="list-style-type: none"> - Develop skills in using clay including slabs, coils, slips etc. - Plan a sculpture through drawing and other preparatory work. - Create surface patterns and textures in a malleable material. - Use cardboard, papier mache or mod roc to create a simple 3D object. - Describe the different qualities involved in modelling, sculpture and construction. 	<ul style="list-style-type: none"> - Use apps or software to manipulate digital images - Choose photos from a selection to include in sketchbooks - Experiment with making images move - Explore animation software (Purple Mash)