

## Year 4 – Art

### Knowledge, Skills and Understanding



Exploring and developing ideas
<ul style="list-style-type: none"><li>• Select and record from first hand observation, experience and imagination, and explore ideas for different purposes.</li><li>• Question and make thoughtful observations about starting points and select ideas to use in their work.</li><li>• Explore the roles and purposes of artists, craftspeople and designers working in different times and cultures.</li></ul>
Evaluating and developing work
<ul style="list-style-type: none"><li>• Compare ideas, methods and approaches in their own and others' work and say what they think and feel about them.</li><li>• Adapt their work according to their views and describe how they might develop it further.</li><li>• Annotate work in sketchbooks.</li></ul>
Drawing
<ul style="list-style-type: none"><li>• Experiment with ways in which surface detail can be added to drawing.</li><li>• Use journals to collect and record visual information from different sources.</li><li>• Draw for a sustained period of time at an appropriate level.</li><li>• Make marks and lines with a wide range of drawing implements e.g. charcoal, pencil, crayon, chalk pastels, pens etc.</li><li>• Experiment with different grades of pencil and other implements to create lines and marks.</li><li>• Experiment with different grades of pencil and other implements to draw different forms and shapes.</li><li>• Begin to show an awareness of objects having a third dimension.</li><li>• Experiment with different grades of pencil and other implements to achieve variations in tone.</li><li>• Apply tone in a drawing in a simple way.</li><li>• Create textures with a wide range of drawing implements.</li><li>• Apply a simple use of pattern and texture in a drawing.</li></ul>
Digital Media
<ul style="list-style-type: none"><li>• Record and collect visual information using digital cameras and video recorders.</li><li>• Present recorded visual images using software.</li><li>• Use a graphics package to create images and effects with <b>lines</b> by controlling the brush tool with increased precision.</li><li>• Change the type of brush to an appropriate style.</li><li>• Create <b>shapes</b> by making selections to cut, duplicate and repeat.</li><li>• Experiment with <b>colours</b> and <b>textures</b> by using effects and simple filters to manipulate and create images for a purpose.</li></ul>
Textiles
<ul style="list-style-type: none"><li>• Use a variety of techniques e.g. printing, dyeing, weaving and stitching to create different textural effects.</li><li>• Match the tool to the material.</li><li>• Develop skills in stitching, cutting and joining.</li><li>• Experiment with paste resist.</li></ul>
Collage
<ul style="list-style-type: none"><li>• Experiment with a range of collage techniques such as tearing, overlapping and layering to create images and represent textures.</li><li>• Use collage as a means of collecting ideas and information and building a visual vocabulary.</li></ul>