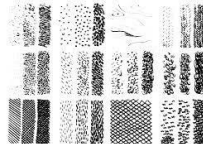


Year 4 Autumn: Art and Design Knowledge Mat

Drawing and Line Technique

Key Vocabulary		Technique	Core Knowledge
Cross-hatching	Shade an area with sets of parallel lines that go across each other.	<p>Drawing and Line Technique</p> 	<ul style="list-style-type: none"> ➤ To know how to develop a sense of scale and ratio. ➤ To know how to use shading to show light and shadow. ➤ To know that hatching and cross hatching is used to show tone and texture. ➤ To know how to use marks and lines to show texture. ➤ To know how to depict light and shadow using a variation of lines. ➤ To know that scale is the size of one object in relation to another whereas proportion refers to the size of the parts of an object.
Shapes	A flat two-dimensional area.		
Oversized	A bigger version of an original.		
Enormous	Large scale art.		
Tone	The lightness or darkness of a colour.		
Life-sized	The same size as the thing or person that they represent.		
Miniature	Very small.		
Pattern	Lines, shapes or colours that are repeated.		
Texture	When you make something look like how it would feel.		
Expression	Use of imagination to show the way the artist feels.		
Emotion	The atmosphere or feelings being created.		
Forms	The physical structure or shape of a work of art.		
Grades	Hardness or softness of a pencil.		
3D	3D objects are not flat. They have width, length and depth.		
Scale	The size of something.		
Hatching	Shading done with closely spaced parallel lines.		
Proportion	The height, width and depth of something.		



Year 4 Spring: Art and Design Knowledge Mat

Still Life

Key Vocabulary		Technique	Core Knowledge
composition	The way parts of a piece of art have been put together.	Printing, painting and collage 	<ul style="list-style-type: none"> ➤ To explore colour, line, shape, pattern and composition in a still life. ➤ To use close observation and try different hues and tones to capture 3d form in 2 dimensions. ➤ To plan and create different textures in paint according to what they need. ➤ To know how to create a background using a wash. ➤ To use collage from painted sheets to create a still life. ➤ To know that we can combine collage with other disciplines such as drawing, printmaking and making. ➤ To create original pieces that are influenced by studies of others.
printing	Transferring an image onto a surface.		
background	Area of space behind an image.		
Tone	The lightness/darkness of a colour with black or white.		
hues	Pure colours such as primary and secondary colours.		
surface	The object or texture we put our art onto.		
impression	The artist creating art based on their inspiration from a scene or object.		
texture	When you make something look like how it would feel.	Artists	
imprint	Use of imagination to show the way the artist feels.	Paul Cezanne 	
arrangement	The atmosphere or feelings being created.		
forms	The physical structure or shape of a work of art.		
scale	The size of something.		
warm colours	Hues that give the feelings of warmth such as red/orange.		
cold colours	Hues that give the feelings of coldness such as blue/green.		

Year 4 Summer: Art and Design Knowledge Mat

The Art of Display - Sculpture and Ceramics

Key Vocabulary		Technique	Core Knowledge
<p>Sculpt To shape or carve a figure out of material.</p> <p>Ceramic Made by clay and permanently hardened with heat.</p> <p>Plinth A heavy base supporting a statue.</p> <p>Scale The physical size of something.</p> <p>Texture When you make something look like how it would feel.</p> <p>Position Where something is compared to other objects around it.</p> <p>Shape A flat area surrounded by edges or an outline.</p> <p>Movement Changing an image around using rhythm, line, colour, balance and space.</p> <p>Profile A clearly defined shape of a head or figure.</p> <p>composition The arrangement of a painting, drawing or sculpture.</p>	<p>Sculpting and ceramics</p>  <p>Plinth people Clay figures</p> <p>Artists</p> <p>Thomas J Price</p> 	<ul style="list-style-type: none"> ➤ To use frameworks and plinths (such as wire or moulds) to provide stability and form. ➤ To make informed choices about the 3D technique chosen. ➤ To plan, design, make and adapt plinth models of explorers. ➤ To use a variety of mouldable materials. ➤ To know different materials are moulded in different ways. 	