

Excalibur Art Curriculum

Year 4

Art Intent

Our Art curriculum at Excalibur has been designed, in line with 'Development Matters in the EYFS' guidance and the national curriculum to bring engagement, fun and enthusiasm to learning so that our children develop independent curiosity, acquire a lifelong appetite for learning and become well-rounded individuals who achieve their full potential, both personally and academically. It will stimulate creativity, imagination and individuality. We allow our children in KS1 and 2 to study areas of art in extensive detail so they can develop knowledge, understanding and skills to confidently investigate, create and evaluate their own works of art.

Art Implementation Year 4		
Skills	Key Learning	Composite Tasks
<p><u>Generating Ideas</u></p> <ul style="list-style-type: none">• Generate ideas from a range of stimuli, using research and evaluation of techniques to develop their ideas and plan one purposefully for an outcome. <p><u>Sketch Books</u></p> <ul style="list-style-type: none">• Use sketchbooks purposefully to improve understanding, develop ideas and plan for an outcome. <p><u>Making Skills</u></p> <ul style="list-style-type: none">• Apply observational skill, showing a greater awareness of composition and demonstrating the beginnings of an individual style.• Use growing knowledge of different drawing materials, combining media for effect.	<p><u>Drawing – Power Prints</u></p> <ul style="list-style-type: none">• Draw using tone to create a 3D effect.• Explore proportion and tone when drawing.• Plan a composition for a mixed-media drawing.• Use shading techniques to create pattern and contrast. <p>Focus artist – Georges Seurat</p>	<p><u>Drawing – Power Prints</u></p> <p>Create a scratch art drawing</p> <p>Work collaboratively to develop drawings into prints.</p>

<ul style="list-style-type: none"> • Demonstrate greater control over drawing tools to show awareness of proportion and perspective, continuing to develop use of tone and more intricate mark making. • Explore the way paint can be used in different ways to create a variety of effects, e.g. beginning to use tone to create 3D effects. • Work selectively, choosing and adapting collage materials to create contrast and considering overall composition. • Use more complex techniques to mould and form malleable materials, such as the coil pot technique in clay and adding detailed surface decoration. • Show an understanding of appropriate finish and present work to a good standard. • Respond to a stimulus and begin to make choices about materials used to work in 3D. • Learn new making techniques, comparing these and making decisions about which method to use to achieve a particular outcome. • Design and make art for different purposes and begin to consider how this works in creative industries. <p><u>Knowledge of Artists</u></p> <ul style="list-style-type: none"> • Use subject vocabulary confidently to describe and compare creative works. • Use their own experiences of techniques and making processes to explain how art works may have been made. <p><u>Evaluate and Analyse</u></p> <ul style="list-style-type: none"> • Build a more complex vocabulary when discussing their own and others' art. • Evaluate their work more regularly and independently during the planning and making process. 	<p><u>Painting and mixed media – Light and Dark</u></p> <ul style="list-style-type: none"> • To investigate different ways of applying paint • To mix tints and shades of a colour • Use tints and shades to give a three-dimensional effect when painting • Explore how paint can create very different effects • Consider proportion and composition when planning a still-life painting <p>Focus artist – Audrey Flack</p> <p><u>Sculpture and 3D – Mega Materials</u></p> <ul style="list-style-type: none"> • Develop ideas for 3D work through drawing and visualisation in 2D. • Use more complex techniques to shape materials. • Explore how shapes can be formed and joined in wire. • Consider the effect of how sculpture is displayed. <p>Focus artists – Sokari Douglas Camp and Henry Moore</p> <p><u>Craft and Design – Fabric of Nature</u></p> <ul style="list-style-type: none"> • Understand starting points in a design process. • Explore techniques to develop imagery. • Explore using a textile technique to develop patterns. • Learn how to create a repeating pattern. • Understand how art is made for different purposes <p>Focus artists – Ruth Daniels, William Morris (link with Victorians history topic)</p>	<p><u>Painting and mixed media – Light and Dark</u></p> <p>A still life drawing – apply knowledge of colour mixing and painting techniques to create a finished piece</p> <p><u>Sculpture and 3D – Mega Materials</u></p> <p>Choose and join a variety of materials to make sculpture</p> <p><u>Craft and Design – Fabric of Nature</u></p> <p>Create a design and transfer to a batik print on fabric</p>
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Art Vocabulary Year 4

Drawing	Painting and Mixed Media	Sculpture and 3D	Craft and Design
collaborate/collaboratively	muted	form	design
collage	paint wash	found objects	develop
combine	vivid	hollow	designer
composition	patterned	join	imagery
contrast	pointillism	mesh	industry
cross-hatching	portrait	model	inspiration
figurative	shade	organic	repeating
gradient hatching	shadow	shape	rainforest
highlight	stippling	pliers	symmetrical
mixed media	paint technique	quarry	texture
pattern	texture three dimensional (3D)	texture three-dimensional (3D)	theme
precision	tint	tone two-dimensional (2D)	batik
printmaking	abstract	typography	colour
proportion	composition	visualisation	palette craft/craftsperson
shading	contrasting	weaving	mood board
shadow	dabbing paint	welding	organic
symmetry	detailed	abstract	pattern
three dimensional (3D)	figurative	carving	repeat
tone	formal	ceramics	
viewfinder	grid	figurative	
wax-resist	landscape	sculpture	
monoprint	mark-making	secure	
observational drawing		surface	
parallel		template	
abstract			
block print			

Formal Elements

Colour	Know that adding black to a colour creates shade. Know that adding white to a colour creates a tint.
Form	Know that using lighter and darker tints and shades of a colour can create a 3D effect. Know that simple structures can be made stronger by adding layers, folding and rolling.
Shape	Know how to use basic shapes to form more complex shapes and patterns.
Line	Know that lines can be lighter or darker, or thicker or thinner and that this can add expression or movement to a drawing.
Pattern	Know that symmetry can be used to create repeating patterns. Know that patterns can be irregular, and change in ways you wouldn't expect.
Texture	Know how to use texture more purposely to achieve a specific effect or to replicate a natural surface.
Tone	Know that using lighter and darker tints and shades of a colour can create a 3D effect. Know that tone can be used to create contrast in an artwork.