Key Learning in Art and Design: Year 4

Exploring and Developing Ideas	Evaluating and Developing Work
• Select and record from first hand observation, experience and imagination, and explore ideas for different purposes. • Question and make thoughtful observations about starting points and select ideas to use in their work. • Explore the roles and purposes of artists, craftspeople and designers working in different times and cultures.	• Compare ideas, methods and approaches in their own and others' work and say what they think and feel about them. • Adapt their work according to their views and describe how they might develop it further. • Annotate work in journal.

Drawing

	Lines and Marks	Form and Shape	Tone	Texture
• Experiment with ways in which surface detail can be added to drawings. • Use journals to collect and record visual information from different sources. • Draw for a sustained period of time at an appropriate level.	• Experiment with different grades of pencil and other implements to create lines and marks.	• Begin to show an awareness of objects having a third dimension.	• Apply tone in a drawing in a simple way.	• Apply a simple use of pattern and texture in a drawing.

Painting	Textiles	3-D
• Experiment with different effects and textures including blocking in colour, washes, thickened paint creating textural effects. • Work on a range of scales e.g. thin brush on small picture etc. • Create different effects and textures with paint according to what they need for the task. **Colour** • Mix colours and know which primary colours make secondary colours. • Use more specific colour language. • Mix and use tints and shades.	• 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 paste resist.	• Plan, design and make models from observation or imagination. • Join clay adequately and construct a simple base for extending and modelling other shapes. • Create surface patterns and textures in a malleable material. • Use papier mache to create a simple 3D object.