



Year 4 Art Subject Map



Drawing: Power Prints

Paint and Mixed Media: Light and Dark

Sculpture and 3D: Mega Materials

DRIVER WORDS

EYFS	Year 1	Year 2	Year 3	Year 4
Create Explore Investigate	Respond Explore Share ideas Describe Use ideas of others	Develop techniques	Develop ideas Develop a range of techniques a range of styles	Replicate Create original work using Develop imaginatively

GENERATING IDEAS

1.Generate ideas from a range of stimuli, using research and evaluation of techniques to develop their ideas and plan more purposefully for an outcome.

SKETCH BOOKS

2.Use sketchbooks purposefully to improve understanding, develop ideas and plan for an outcome.

KNOWLEDGE OF ARTISTS

14.Use subject vocabulary confidently to describe and compare creative works.

15.Use their own experiences of techniques and making processes to explain how art works may have been made.

EVALUATING AND ANALYSING

16.Build a more complex vocabulary when discussing their own and others' art.

17.Evaluate their work more regularly and independently during the planning and making process.

ARTISTIC VOCABULARY

Abstract, blend, colour, **contrast**, cool, dark, **horizon**, **horizontal**, light, **minimal**, mix, outline, primary, reflection, sculpture, secondary, **shading**, shadow, shape, **silhouette**, sketch, **symmetrical**, texture, **tone**, **vertical**, vibrant, warm, 2d, 3d

MAKING SKILLS (FORMAL ELEMENTS)

DRAWING

- 3.Apply observational skills, showing a greater awareness of composition and demonstrating the beginnings of an individual style.
- 4.Use growing knowledge of different drawing materials, combining media for effect.
- 5.Demonstrate greater control over drawing tools to show awareness of proportion and continuing to develop use of tone and more intricate mark making.

PAINTING ANF MIXING MEDIA

- 6.Explore the way paint can be used in different ways to create a variety of effects, eg creating a range of marks and textures in paint.
- 7.Develop greater skill and control when using paint to depict forms, eg beginning to use tone by mixing tints and shades of colours to create 3D effects.
- 8.Work selectively, choosing and adapting collage materials to create contrast and considering overall composition.

SCULPTURE AND 3D

- 9.Explore how different materials can be shaped and joined, using more complex techniques such as carving and modelling wire.
- 10.Show an understanding of appropriate finish and present work to a good standard.
- 11.Respond to a stimulus and begin to make choices about materials and techniques used to work

CRAFT AND DESIGN

- 12.Learn new making techniques, comparing these and making decisions about which method to use to achieve a particular outcome.
- 13.Design and make art for different purposes and begin to consider how this works in creative industries.