Objectives and Sticky Knowledge

Previous Knowledge: 1. To make a two-part colour wheel showing primary and secondary colours. (Year 2)

2. To create a shape using salt dough and to understand how to manipulate salt dough

(how to use flour/water to get the right consistency) (Year 2)

Land Objectives and Sticky Knowledge:

-To understand different shades of colour and how to mix them	-To make a three-part colour wheel showing primary, secondary and tertiary colours	Roman Mosaic pattern – clay To create effective 2d designs and to use tools to create holes and hollows and scratch details / texture.
1.I can add small amounts of white to give different, lighter shades of the same colour. 2. I can add small amounts of black to give darker shades of the same colour.	1. I can identify the primary colours of red, yellow and blue. 2.I can identify the secondary colours of green, orange and purple. 3. I know that the 6 tertiary colours can be made by mixing the secondary colours.	1. I know that clay tools can be used to create different textures and patterns by scratching the clay. 2. I can use clay tools to create small hollows to add depth to a design. 3. I can use tools to add holes in clay designs to create a pattern.

Sea:
Links with 'Communication' Golden Thread

Links to CST and CTK Values:

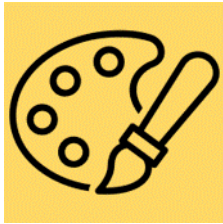# Year 4 Art Knowledge Organiser

Key Vocabulary

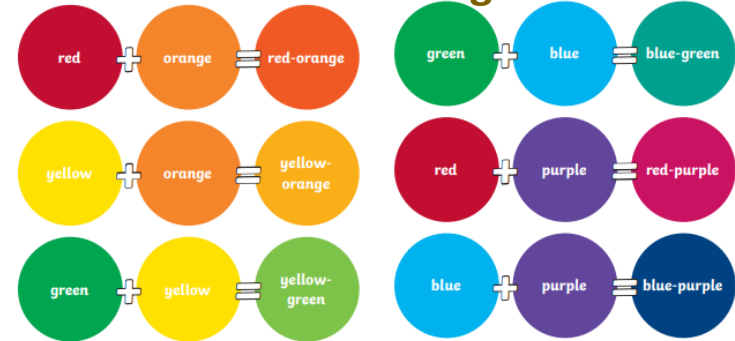|	
Primary colours	The colours blue, yellow and red
Secondary colours	The colours orange, purple and green, these are made from mixing primary colours
Tertiary colours	The colours red-purple, blue-purple, blue-green, green-yellow, yellow-orange, red-orange. These are made from mixing secondary colours.
Mosaic	A picture or pattern created using small pieces of clay, glass, stone or tile.

Tertiary Colour Wheel

Roman Mosaic Example

Colour Mixing

red + orange = red-orange
green + blue = blue-green
yellow + orange = yellow-orange
red + purple = red-purple
green + yellow = yellow-green
blue + purple = blue-purple

Sky Objectives: 1.To select different drawing pencils for a desired effect and to be confident to draw in 3D using highlight and low light.

2.To know tertiary colours and how they're mixed.

3.To create effective 2D designs and to use tools to create holes and hallows and scratch details/texture.