## **Alder Coppice Primary School - Knowledge Organiser**

Art & Design Year 4

### What I Should Already Know

#### Colour:

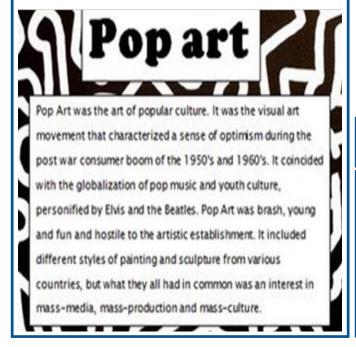
- To develop colour palettes for different effects to create mood e.g. confidence, hope, kindness, jealousy, hatred etc.
- > To mix colours effectively

#### Study of great artists

- To experiment with the styles used by other artists.
- To know how different artists developed their specific techniques.

## **Skills and Enquiry**

**Key Question**: How can I use colour to show mood and feeling?



#### **Artists:**

Vincent Van Gogh 1853 — 1890



Andy Warhol August 6, 1928

– February 22, 1987



# What I should know by the end of the Unit:

- How to create a colour palette based upon colours observed in the natural or built up world.
- How to explore and extend a piece of an artist's work to develop a design.
- How to use layers of two or more colours.

## **Unit Specific Vocabulary**

**Colour Wheel** – a circle with different coloured sectors used to show the relationship between colours.

**Primary Colours** – Colours which can be mixed together to make other colours. They are red, yellow and blue. They cannot be made from any other colours.

**Secondary Colours** – One of the three colours made by mixing two of the primary colours. They are made from mixing equal amounts of the primary colours.

**Tertiary colours** – If you mix primary colours with secondary, in a ratio of 2:1, you get a tertiary colour. E.g. red-orange or blue-green.

**Neutral Colours** – these colours don't show on the colour wheel. Often black and brown.

**Tint –** Adding white to a colour (lightens the colour) **Tone** – Adding black to a colour.

**Warm Colours** – used to describe vivid or bold colours, such as red, yellow or orange.

**Cool Colours** – used to describe a calm colour, such as blue or green.

**Sweep** – a long swift curving movement

Dab – a small amount of something

**Bold** – Strong

**Unit 2: Colour** 

**Brushstroke** – a mark made by a paintbrush drawn across a surface

**Detail** – to add features

Shape -the external contours or form

**Texture** –describes how a surface feels or may feel if you touch it

Medium - the material that the work of art is

Versatile- able to adapt