



Year 4 Art Knowledge Organiser Coco Chanel- Design (1883-1971 France)

Dual Learning Questions

LQ1 Begin to explore a range of great artists, architects and designers in history.

Who was Coco Chanel?

LQ2 Draw for a sustained period of time at an appropriate level by experimenting with different grades of pencil/other implements to achieve variations in tone/darkness/ light

Can I design my own fabric pattern using drawings?

LQ3 Have opportunities to develop further drawings featuring the third dimension and perspective.

How can I draw my pattern onto a real life object by drawing in 3D?

LQ4 Demonstrate experience in fabric printing or using fabric pens

How can I make my printed design on a sketch come to life?

LQ5 Continue to experience in combining prints taken from different objects to produce an end piece

How will I finish my design?



Did you know?

Coco saw that women couldn't dance at parties because their dresses were too long and tight so she created dresses and skirts that were actually comfortable so they could PARTY!



Church Vale Values

Possibilities - Fashion & design, painter, environmentalist, landscaper, sculptor.

Community - Where can clothes be purchased or donated in our local community? What uniforms do local groups wear?

Self-awareness

How does my choice of clothing express myself and make me feel? What objects are familiar and special to me? What happens in my dreams?

Year 4 Key Vocabulary

Building on vocabulary from previous year group:

Paint, colour mixing, grip, roll, pinch, print, portrait, Primary colours, texture, shade, tint, collage, carve, mould, stippling, pencil grades, hatching, washing, slabbing, coiling.

Modify

Make partial or minor changes to something.

Integrate

Combine one thing with another to form a whole.

Prior Learning

Demonstrate experience in 3 colour printing.
Experiment with overprinting motifs and colour.

Explore printing different pictures with a range of hard and soft materials

Continue to explore the work of a range of craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.

Notable Examples



Component Knowledge

Know how to draw a basic 3D shape when designing my bag.

Know where my materials came from and discuss why I chose them for my own design like Coco Chanel's .