



Foundation in Art  
Year 4

SPRING  
Painting & mixed media: Light and dark

**Lesson 1**  
**Tints and shades**

Analysing different painting techniques, comparing paintings by artists according to elements such as texture or colour and practising creating tints and shades when colour mixing.

**Lesson 2**  
**Three dimensions**

Children learn more about the effect of light on colour in everyday life and in art. Applying what they learned previously, they paint a simple object, mixing and using tints and shades to give the appearance of three dimensions

**Lesson 3**  
**Painting techniques**

Exploring different painting techniques and recreating them when painting a simple 3D object.

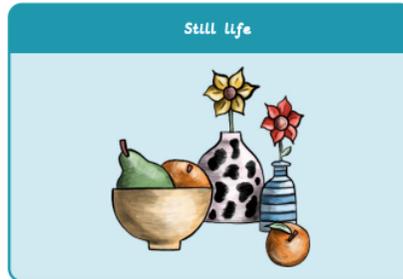
**Lesson 4**  
**Composition**

Exploring still life and comparing compositions, the children create their own plan for a finished still life painting.

**Lesson 5**  
**Still life**

Having experimented with painting techniques, the children paint a still life that showcases their own unique style.

Composition	Putting different elements together in a pleasing way
Hue	Describing an exact colour: sky blue, dark green, rose pink
Proportion	How big a part of something looks compared to the rest of it
Shade	Adding black to a colour makes a shade
Shadow	A dark area created when light is blocked
Still life	An artwork showing a collection of things that don't move, e.g. objects rather than people
Tint	Adding white to a colour makes a tint
Tone	The light and dark something is



Portrait

Landscape

**Colour mixing**

**Making colours lighter:**

+ a lighter colour  
+ water  
+ white

Green + White = Light Green

Green + Yellow = Yellow-Green

Green + Add water = Very Light Green

**Making colours darker:**

+ a darker colour  
+ black

Green + Black = Dark Green

Green + Blue = Teal

Green + Red = Olive Green

**Painting techniques**

Dabbing

Stippling

Pointillism

Adding texture to paint

Washes

Using different tools

**Creating contrast**

Contrasting texture

Contrasting colours

**Using tints and shades can help a painted object appear three-dimensional**