



# Coleman Primary School

## Year 4 Summer 2 Knowledge Organiser

### Computing—We are artists

#### Key Vocabulary: We are artists

**abstraction:** making complex things easier by grouping instructions

**repetition:** part of a program to repeat a group of instructions a number of times

**pixel:** one of the small, square dots that make up a digital image

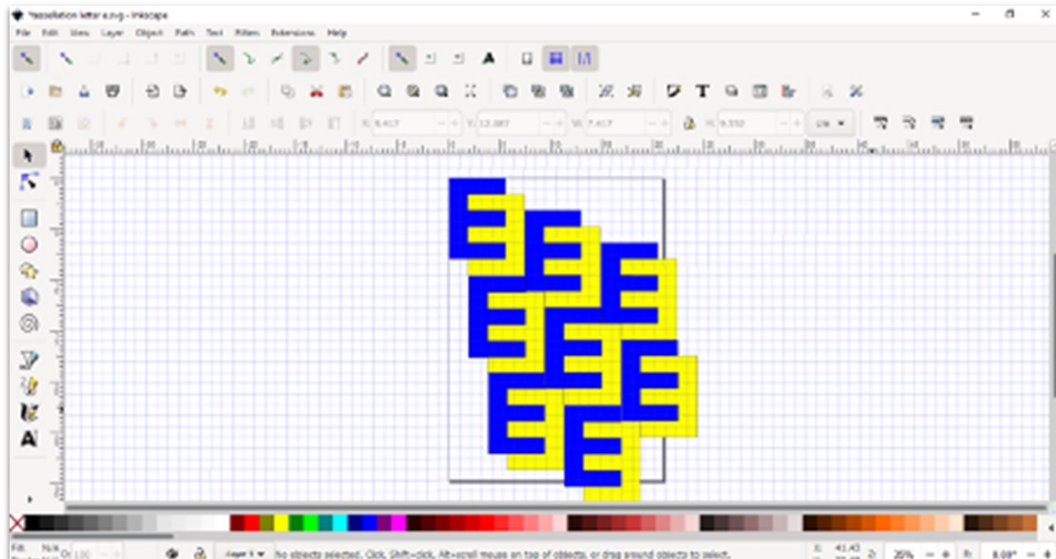
**transform:** to change the shape of an image or part of an image

**tessellation:** a regular pattern of one shape that fills a space with no overlapping and no spaces

**vector graphics:** a way of representing an image by specifying lines, arcs and regions

#### Inkscape and Scratch

We will use two programs: Inkscape and Scratch. We will use the pen tools and repetition in Scratch to help us write programs to draw designs and in Inkscape we will copy, paste and **transform** shapes to create our artwork.



#### You will learn...

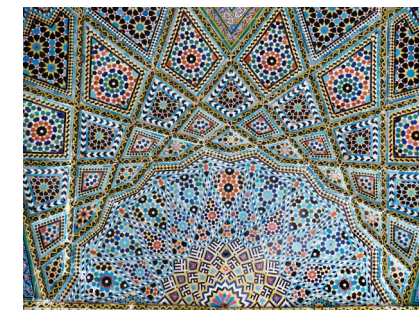
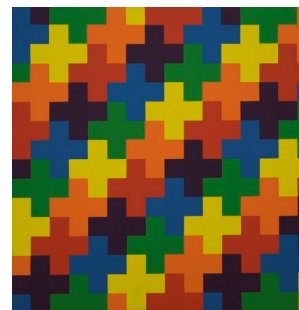
- an appreciation of the links between geometry and art
- to use a vector graphics package
- to experiment with the tools available

#### Inspiration

During this topic, you will create your own artworks using **vector graphics** and also by programming in Scratch. We will take inspiration from different artists and art styles.

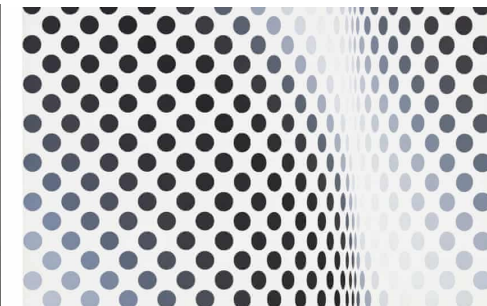
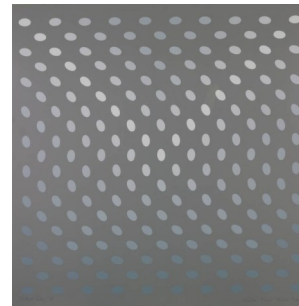


Artwork by MC Escher using **tessellation**.



Bridget Riley

Islamic art which uses repeating patterns.



Artwork by Bridget Riley including **tessellation** and **transforming**.

#### Computing Skills Progression

##### In Year Three you learnt to...

- use sequence and repetition in programs; work with various forms of output
- use a variety of software (including internet services) on a range of digital devices to design and create a range of content

##### In Year Four you will...

- use sequence and repetition in programs; work with various forms of output
- use and combine a variety of software (including internet services) on a range of digital devices to design and create a range of content that accomplishes given goals