

	Continuous provision	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer2
Values		Respect	Wisdom	Curiosity	Generosity	Courage	Passion
R							
Y1		<b>Weather (science link)</b> Q1 JMW Turner – Artist Painting – Use thick, thin brushes. Add white to colours to make tints/black to colours to make tones	<b>In the dark of the night (topic link)</b> Q1 Van Gogh – Artist Use of combination of materials – cut, torn, glued. Using shapes, colours to represent ideas.		<b>In the jungle (topic link)</b> Q1 Henry Rousseau – Artist Printing – press, roll, rub, stamp. Collage – materials Different shades, share ideas through experiences and imagination		
	DT – Food Technology Cut food safely	DT – Design Design something and explain how it works Design a product that moves Make a simple plan	DT – Making Make a product which moves Choose appropriate resources and tools		DT – Evaluating Describe how it works Explain what works well and not so well Make their own model stronger		
Y2		<b>Portraits (topic link)</b> Q1 Thomas Gainsborough - Artist Create colour wheels. Drawing – shapes, tones of faces. Different materials using different colours.	<b>Dreams and nightmares (topic link)</b> Q1 William Blake – Artist Sculpture – Techniques – rolling, cutting, imagination and texture.		<b>At the seaside (topic link)</b> Q1 Claude Monet/Ivan Aivazovsky – Artists Impressionism – Collage – Mix materials to create texture. Paint thickness		
	DT – Food Technology Weigh ingredients for a recipe	DT – Design Think of an idea – plan what to do next Explain why you have chosen specific textiles	DT – Making Choose tools and materials Measure materials Join materials and components in different ways		DT – Evaluating Explain what went well Make a model stronger/more stable Use wheels/axles		

	Describe ingredients			
Y3		<p><b>Cityscape Art (topic link)</b></p> <p>Q2 Camille Pissarro – Artist  Painting – techniques – using brushes to make dashes and smears – shapes.  Patchwork.</p>	<p><b>The Renaissance (topic link)</b></p> <p>Q2 Leonardo Da Vinci – Artist  Collage – Mural – textures. Sculpture – imagination. Using texture to convey feelings and expression. Human figures – detailed sketches. Hardness of pencils.</p>	<p><b>Art Deco (topic link)</b></p> <p>Q2 Aztec Art – Tamara De Lempicka – Artist  Natural materials  Shapes – Technique – 3D in depth – Cubism</p>
	DT – Food Technology Accurately measuring Following a recipe	DT – Design Design product using criteria Use suitable materials	DT – Making Use step by step plan to make a product Work accurately to measure Make cuts and holes	DT – Evaluating Explain how to improve a finished product Strengthen a product
Y4		<p><b>Animals (science link)</b></p> <p>Q2 Rosa Bonheur – Artist  Collage – Layering, cutting colours, textures shapes.  Working precisely.</p>	<p><b>Stone age (topic link)</b></p> <p>Stephen Morris - Artist  Cave sketching/shadows  Shading to show light and shadows.</p>	<p><b>Abstract Art (topic link)</b></p> <p>Q2 Wassily Kandinsky – Artist  Technique – Painting with no brushes.  Experiment with creating mood with colour. Shapes, colours.</p>
	DT – Food Technology Hygiene and safety when using food Creativity	DT – Design Use inspiration from others when designing Communicate ideas	DT – Making Strong knowledge of handling tools and which tools to use Good choice of materials Measure accurately	DT – Evaluating Evaluate and suggest improvements Explain how original design has been improved Use electrical systems to enhance quality
Y5		<p><b>Exploring Expressionism (topic link)</b></p>	<p><b>Capturing conflicts (topic link)</b></p> <p>Q3 – Paul Nash – Artist</p>	<p><b>Amazed by architecture (topic link)</b></p> <p>Q3 Zaha Hadid – Artist  Sketches/Painting</p>

		<p>Q3 – Henri Matisse – Artist Sculpture – exaggeration, emotional/mental state. Different interpretations. Acrylic paints – no mixing</p>	<p>Painting – colour palettes observed the natural world – skin tones. Collage – mood boards – textures. Show life like qualities – proportions of bodies.</p>	<p>Brushstrokes Materials – texture Materials Proportion</p>
	<p>DT – Food Technology Hygienic and Safety in the kitchen Seasons - harvesting</p>	<p>DT – Design Range of ideas Step by step plan How a product will appeal to a specific audience</p>	<p>DT – Making Range of tools Make a prototype before final version</p>	<p>DT – Evaluating Suggest alternative plans Evaluate appearance and function against original criteria</p>
Y6		<p><b>Keeping it real (topic link)</b> Q3 – Gustave Courbet – Artist Painting – colour palette dark, warm colours Realist style – colours and tones. Emotion – realism</p>	<p><b>Futurism (topic link)</b> Q3 Umberto Boccioni – Artist Drawings/Sketches of portraits Technique – pointillism Range of materials in one sculpture Multiple perspectives - Abstract</p>	<p><b>The art of anatomy (topic link)</b> Q3 – Albrecht Durer – Artist Printing/carving technique Ink – dabbing and rolling Expressive detail Brushes</p>
	<p>DT – Food Technology Work within a budget to create a meal Savoury and sweet dishes</p>	<p>DT – Design Use market research to inform plans Refine original plans Culture/Society considered</p>	<p>DT – Making Know which tool to use Use tools correctly and safely</p>	<p>DT – Evaluating Know how to test and evaluate designed products Evaluate product against clear criteria</p>