

WYE FOREST FEDERATION GEOGRAPHY CURRICULUM



Art Curriculum Map	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Sunflowers	Explore different materials, using all their senses to investigate them. Manipulate and play with different materials.	Use their imagination as they consider what they can do with different materials. Make simple models which express their ideas	Explore different materials freely, to develop their ideas about how to use them and what to make. Develop their own ideas and then decide which materials to use to express them. Join different materials and explore different textures.	Create closed shapes with continuous lines and begin to use these shapes to represent objects. Draw with increasing complexity and detail, such as representing a face with a circle and including details. Use drawing to represent ideas like movement or loud noises	Show different emotions in their drawings and paintings, like happiness, sadness, fear, etc. Explore colour and colour mixing. Show different emotions in their drawings – happiness, sadness, fear, etc.	Explore, use and refine a variety of artistic effects to express their ideas and feelings. Return to and build on their previous learning, refining ideas and developing their ability to represent them. Create collaboratively, sharing ideas, resources and skills.
Bluebell Class	Children explore what happens when they mix colours (Potion	Children experiment to create different textures and	Children are able to select appropriate resources and	Children select tools and techniques needed to shape,	Children safely use and explore a variety of materials, tools	Children develop their own ideas by selecting and using materials

	mixing). Self-portrait paintings and drawings.	understand that different media can be combined to create new effects. Making models of vehicles.	adapt work where necessary. Paintings and drawings to do with Chinese new year.	assemble and join materials they are using. Making an Easter Garden.	and techniques, experimenting with colour, design, texture, form and function. Design and make a bug hotel.	and working on processes that interest them. Evidence of previous skills taught should be evident in their creations. Making bridges.
Daisy Class Year A	Printmaking using natural resources relating to remembrance using poppy motif. Look at Karenza Jackson. Controlling pencils. Draw and colour a range of leaves in shapes and sizes – reflect the seasons. Draw round leaves to create stencils for printing	Design Technology: Structure Bird feeder – Research, design, make and evaluate bird feeders	Painting Know and use common colours. Look at pop art and Andy Warhol, use thick lines, block colours and dots. Experiment with a range of paints and papers. Focus on portraits of people	Design Technology: Fruit Kebabs	Collage inspired by paintings of castles or their owners, inspired by Lauren Child	Design Technology: Mechanism Create and develop pop-up mechanisms using sliders and levers, developing models and templates to test ideas.
Daisy Class Year B	Drawing and watercolour, Observational drawings of toys – study of local	Design Technology: – Mechanism Design and mock up a model buggy	Drawing with different media Controlling pencils. Pastels/Chalk on	Design Technology: Easter biscuits	Sculpture Create 3D art through papier-mâché using simple shapes as a	Design Technology: Structure Make a small toy box using stiff

	artist Mariette Voke	using wheels and axles	black paper to create dinosaur skeletons, snowy landscapes etc. Experiment with smudging. Inspired by the polar regions – William Bradford		mould (balloons, cardboard), and pipe cleaners – Suzanne Breakwell	card, glue and a paper hinge. Decorate.
Poppy Class Year A	Painting and Collage Develop use of mixing light and dark colours. Create sky scenes using gradient background washes with a cutout or panned silhouette. Turner (Particularly his watercolour paintings). Layer black paper onto paint to develop collages	Design Technology: Mechanism Create model windmills using 3D shapes made from card, with wheel and axle mechanisms.	Drawing Detailed drawings of buildings in the style of Stephen Wiltshire. Drawing from observation – sketching and creating recognisable images. Scenes from geography fieldwork – buildings, trees etc.	Design Technology: Structure using Textiles Design a hat for going on safari	3D work (clay/sculpture) Clay coil pots decorated in the style of Mary Rose Young	Design Technology: Cooking and Nutrition Cooking using local produce, foraged and home grown.
Poppy Class Year B	Printing Develop use of mixing light and dark colours. Mix printing with	Design Technology: Structure using Textiles	Collage Plant collages linked to science inspired by Henri	Design Technology: Mechanisms Constructing a geographic model	Drawing: Develop texture and shading techniques – cross hatching,	Design Technology: Cooking and Nutrition

	collage for mixed-media. Optical art – Bridget Riley /Victor Vasarely/Yayoi Kusama	Create a small tapestry using a small wooden dowel and weaving textiles together, which can be further decorated by gluing on buttons, beads, felt shapes etc	Rousseau (1844-1910 - Victorian)	from geography area studied with lights and motors for moving element.	sidestrokes, smudging. Draw from the imagination (link to fiction – class tory – illustrators [Shaun Tan]). Start sketchbook for ideas, practising techniques and thumbnails.	Cooking related to historical period studied
Speedwell Class Year A	Painting Categorise colours into groups – warm and cold. Seasonal images, Bonfire night etc. Van Gogh/ Kandinsky	Design Technology: Mechanism Create buggies/cars using wood and include electronics such as lamps and motors.	Drawing: Develop skills in composition – use fore, middle and background to create rural landscapes based on local area.	Design Technology: Making natural dyes and designing a tie dye garment	3D work (clay/sculpture) Clay inspired by Stone Age / Jomon Japanese pottery Practise and progress through tumb, coil and Jomon pottery construction techniques	Design Technology: Cooking and Nutrition Salsas, sauces and dressings. Preparing a range of ingredients including fruits and vegetables, herbs, using citrus rinds and juices, recognising herbs and spices. Can design jar labelling.
Speedwell Class Year B	Painting – Use colour stylistically – i.e. impressionism (Monet) Learn techniques by	Design Technology: Mechanisms	Printmaking – based on Early Islamic designs, build relief prints, polystyrene prints, lino cuts	Design Technology: Cooking and Nutrition	Collage – inspired by David Hockney photo collages of places	Design Technology: Cross stitch Greek patterns using

	recreating paintings, apply techniques to their own compositions, paintings of water inspired by Monet and Hokusai	Construct a toy that uses cams and some simple circuits such as lights		Healthy Sweets, including yogurt, fruit juices, fresh fruit. Design recipe to personal taste. Include designs for packaging.		embroidery thread and binka
Foxglove Class Year A	Painting – based on landscapes by Doug Eaton categorise colours into groups – complimentary and contrasting. Contrast with Kandinsky	Design Technology: Cooking and Nutrition Bread as the prominent part of a dish. Historical and cultural significance of bread, and the importance of yeast, grains available from historical period being studied. (WW2 RECIPES)	Clay pots based on Bronzes from the Shang Dynasty	Design Technology: Structure Research, design and create clothing inspired by a designer or period of design.	Drawing – landscapes inspired by Stonehenge landscoes and Emmi Whitehorse/ Henry Moore	Design Technology: Mechanisms (Design-Make-Evaluate) Mechanical Systems Pulleys and Cams. How could you help create Stonehenge?
Foxglove Class Year B	Design Technology: Mechanism Create a moving scene from historical/geographical period	Drawing and painting figures – using knowledge of proportions to draw faces, Shade from a single light source. Self portraits or portraits of others.	3D work (clay/sculpture)- inspired by Early Islamic Art/Architecture	Design Technology: Structure Create bags, purses or wallets using zips and buttons	Printmaking – linocut inspired still life drawing and prints by Rachel Newlyn, Clare Curtis	Design Technology: Cooking and Nutrition Create a meal from historical or geographical period studied and

	studied, to include motor and lights	Practice using charcoal and chalk FRIDA KAHLO				design and make packaging
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