

WYE FOREST FEDERATION GEOGRAPHY CURRICULUM



Art Curriculum Map Kingfishers	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year A	<p>Painting Categorise colours into groups – warm and cold. Seasonal images, Bonfire night etc. Inspired by Van Gogh/ Kandinsky.</p>	<p>Design Technology: Mechanism Create buggies/cars using wood and include electronics such as lamps and motors.</p>	<p>Drawing: Develop skills in composition – use fore, middle and background to create rural landscapes based on local area.</p>	<p>Design Technology: Structure Research, design and create clothing inspired by a designer or period of design.</p>	<p>3D work (clay/sculpture) Clay inspired by Stone Age / Jomon Japanese pottery Practise and progress through tumb, coil and Jomon pottery construction techniques</p>	<p>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.</p>

Year B	Painting – Use colour stylistically – i.e. impressionism (Monet) Learn techniques by recreating paintings, apply techniques to their own compositions, paintings of water inspired by Monet and Hokusai	Design Technology: Mechanisms Construct a toy that uses cams and some simple circuits such as lights	Printmaking – based on Early Islamic designs, build relief prints, polystyrene prints, lino cuts	Design Technology: Cooking and Nutrition Healthy Sweets, including yogurt, fruit juices, fresh fruit. Design recipe to personal taste. Include designs for packaging.	Collage – inspired by David Hockney photo collages of places	Design Technology: Cross stitch Greek patterns using embroidery thread and binka
Year C	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)	Drawing – landscapes inspired by Stonehenge landscaoes and Emmi Whitehorse/ Henry Moore	Design Technology: Mechanisms (Design-Make-Evaluate) Mechanical Systems Pulleys and Cams. How could you help create Stonehenge?	Digital collage inspired by mosaics	Design Technology: Structure Research, design and create clothing inspired by a designer or period of design.
Year D 2022-2023	Design Technology:	Drawing and painting figures –	3D work (clay/sculpture)-	Design Technology:	Printmaking – linocut inspired still	Design Technology:

	<p>Mechanism Create a moving scene from historical/geographical period studied, to include motor and lights</p>	<p>using knowledge of proportions to draw faces, Shade from a single light source. Self portraits or portraits of others. Practice using charcoal and chalk FRIDA KAHLO</p>	<p>inspired by Early Islamic Art/Architecture</p>	<p>Structure Create bags, purses or wallets using zips and buttons</p>	<p>life drawing and prints by Rachel Newlyn, Clare Curtis</p>	<p>Cooking and Nutrition Create a meal from historical or geographical period studied and design and make packaging</p>
--	---	---	---	--	---	---