

CHERRY TREE CURRICULUM OVERVIEW



Art and Design & Design and Technology

	AUTUMN 1 Portraits and Local Art and Design	AUTUMN 2 Design and Technology through History	SPRING 1 Design and Technology through Science	SPRING 2 Art and Design as an expression	SUMMER 1 Art and Design through Geography	SUMMER 2 Design and Technology in the Environment
Examples of Art and Design Learning in the EYFS	<ul style="list-style-type: none"> Observational drawings of ourselves Playdough/clay diva lamps Mehndi patterns Drawings linked to stories we have read Creating Christmas cards Exploring the creative area Wellbeing days – what can you create with a piece of paper? Junk modelling swords, shields linked to pirates and St. Georges Day 					
Year 1	Use drawing, painting and sculpture to develop and share their ideas, experiences & imagination SELF PORTRAITS using pencils - introduction to scale, detail and proportion	Build structures, exploring how they can be made stronger, stiffer and more stable. Materials and shape investigations CASTLE STRUCTURES Explore and use mechanisms - Drawbridges	Explore and use - wheels and axles in their products. FARM VEHICLES AND MACHINES Research and make farm vehicles	Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space Learn about the work of a range of artists. NATURE ART Andy Goldsworthy & William Morris	To use a range of materials creatively to design and make products Learn about the work of a range of artists. COLLAGE Henri Rousseau Ntombephi Ntobela	Select from and use a wide range of materials and components, including ingredients. Introduction to food hygiene Cooking with products from the allotment
Year 2	Use drawing, painting and sculpture to develop and share their ideas, experiences and imagination SELF PORTRAITS Learn about the work of a range of artists,	Build structures, exploring how they can be made stronger, stiffer and more stable. Joining wooden rods & frames TUDOR STRUCTURES	Explore and use mechanisms - levers, sliders, in their products SPACE PICTURES TO REPRESENT ROCKET LAUNCHES	Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space Learn about the work of a range of artists. ILLUSTRATORS OF FAIRY TALES	Learn about the work of a range of artists, craft makers and designers Use a range of materials creatively to design and make products Amirita Sher-Gil S. H. Raza	Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space WEAVING Basic stitching Textiles and natural materials

	making links to their own work. Picasso					
Year 3	Improve mastery of art and design techniques, including drawing. SELF PORTRAITS Learn about great artists Frida Kahlo	Apply understanding of how to strengthen, stiffen and reinforce more complex structures STONE AGE STRUCTURES Investigation of how Stone Henge and shelters were built.	Understand and use mechanical systems in their products – cams. BOATS AND WAVE MOTION An introduction to cams and designing own model	Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space EGYPTIAN ARTWORK Printing techniques & Mask Making	Learn about great artists, architects and designers in history Improve their mastery of art and design techniques Francis Hatch, Icescapes	Select from and use a wide range of materials and components, including ingredients. HONEY BASED PRODUCTS
Year 4	Improve mastery of art and design techniques, including drawing. PORTRAITS Learn about great artists Giuseppe Arcimboldo	Apply understanding of how to strengthen, stiffen and reinforce more complex structures ROMAN ENGINEERING Investigation of how arches and key Roman buildings were designed	Select from and use a wide range of materials and components, including ingredients. STATES OF MATTER How does food change state when heated or cooled?	Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space Learn about great artists and designers in history TRAVEL POSTERS White Star Line & Railway Travel	Learn about great artists, architects and designers in history NEW YORK ARCHITECTS Cityscapes - James Green	Select from and use a wide range of materials and components, including textiles Use a range of tools and equipment to perform practical tasks SEWING – Endangered Animals
Year 5	Improve mastery of art and design techniques, including drawing. PORTRAITS Learn about great artists Andy Warhol	Apply understanding of how to strengthen, stiffen and reinforce more complex structures VIKING SHIELDS	Understand and use mechanical systems in their products – Gears levers and linkages within space travel MOON ROVERS	Improve mastery of art and design techniques, including drawing, painting and sculpture with a range of materials Learn about great artists, architects and designers in history SCULPTURE Anthony Gormley	Learn about great artists, architects and designers in history Claire Burchell Beading and textile arts	Select from and use a wide range of materials and components, including ingredients. FAIR TRADE & ORGANIC PRODUCTS Palm oil production
Year 6	Improve mastery of art and design techniques, including drawing. PORTRAITS Learn about great artists Canal Boat Art	Apply understanding of how to strengthen, stiffen and reinforce more complex structures VICTORIAN ARCHITECTURE and ENGINEERING	Understand and use mechanical systems in their products – PULLEYS The Light House Keepers Lunch	Improve mastery of art and design techniques, including drawing, painting and sculpture with a range of materials Learn about great artists, architects and designers in history – WW2 propaganda & Henry Moore War shelter pictures	Develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space Learn about great artists and designers in history SEASCAPES Turner Richard Dack	Select from and use a wide range of materials and components, including textiles Use a range of tools and equipment to perform practical tasks TEXTILES – Sustainability & Make do and Mend

<p><i>On-going opportunities for investigating Design & Technology Strands</i></p>	<p><i>Cross curricular use of sketch books</i> <i>Portraits of influential people in history</i> <i>Portraits in digital form</i> <i>Portrait photography</i></p>	<p><i>Using construction kits</i> <i>Building activities in Forest School sessions</i> <i>Investigating homes around the world in Geography</i></p>	<p><i>Using the wheelbarrow in the edible garden</i> <i>Analysing playground equipment</i></p>	<p><i>Creating cross curricular posters</i> <i>Annotating and drawing diagrams in science</i> <i>Visualisation tasks in Guided reading</i> <i>Reviewing illustrations in books</i></p>	<p><i>Looking at postcards from holiday destinations</i> <i>Illustrations in cultural stories</i> <i>History represented through art</i></p>	<p><i>Lunchtime experiences</i> <i>Allotment sessions</i> <i>Looking at the origins of food on labels within geography</i></p>
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