

Art and Design Technology at The Vineyard
"To be an artist is to believe in life." Henry Moore

Overtime children develop their skills in the key areas of painting, drawing, modelling, collage, sculpture and painting for Art. For DT food, textiles, construction, modelling graphics/CAD are explored.

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Year 1	<p align="center"><u>DRAWING</u> Ambitious Yayoi Kusama</p> 	<p align="center"><u>FOOD</u> (Eat more fruits and vegetables) Chantelle Nicholson</p> 	<p align="center"><u>COLLAGE</u> Henri Matisse (1869-1954)</p> 	<p align="center"><u>CONSTRUCTION</u> (Stable Structures) Zaha Hadid</p> 	<p align="center"><u>PAINTING</u> Van Gogh (1853-1890)</p> 	<p align="center"><u>MOVING PICTURES</u> (Minibeasts) No designer</p>
	<p>KQ: How can we use pencils for different effects?</p> <ol style="list-style-type: none"> 1. Learn pencil types, their properties and explore. 2. Develop control of pencil for detail in their pictures. 3. Use a pencil to create lines/ dots of different thickness in drawings. 4. Learn about pressing hard and soft to create different tones in drawing 5/6. Create a final piece about being ambitious using pencils and dots in the style of Yayoi. 	<p>KQ: How can we eat more fruit and vegetables?</p> <ol style="list-style-type: none"> 1. Find out the favourite fruits and vegetables in the class. 2. Examine, taste and describe a variety of fruits & vegetables. 3. Learn to handle and prepare a variety of fruits and vegetables. 4. Design a recipe to include fruit and/or vegetables. 5./6. Make and evaluate your food product based on your design. 	<p>KQ: What techniques are used to create a collage?</p> <ol style="list-style-type: none"> 1. The snail, using big pieces of paper, focus on colour 2. The Sheaf, ripping paper into shapes 3. Music and collage 4. Self portrait on Matisse background 5. Circus collage 6. Using different materials for a collage. 	<p>KQ: How can we make a stable structure?</p> <ol style="list-style-type: none"> 1. Explore the features of stable structures, including toy car garages. 2. Design and plan a stable structure. 3. Explore a range of materials and make decisions based on the end product. 4. Create your design 5. Follow your design plan and make your product. 6. Evaluate products. 	<p>KQ: How many ways can we apply paint?</p> <ol style="list-style-type: none"> 1. Sunflowers, using water colour 2. Different brush strokes, different size brushes, watercolours 3. Starry night/-sky, using the paintbrush in different ways (splattering, dotting etc) 4. Starry night - buildings, using dark colours in comparison to light 5. Almond tree, combining a range of techniques 6. Own painting in the style of van gogh 	<p>KQ: How can we create a moving minibeast?</p> <ol style="list-style-type: none"> 1. Create a sliding mechanism 2. Use levers and pivots to create a moving mechanism 3. Create a wheel mechanism 4. Design a picture with a moving mechanism. 5. Make a minibeast-themed moving picture 6. Evaluate a moving minibeast picture