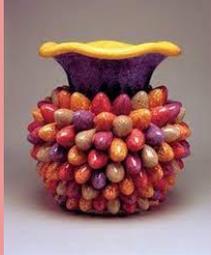


Art and Design Technology at The Vineyard
"To be an artist is to believe in life." Henry Moore

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 2	<p><u>DRAWING</u> <u>Respect</u></p>  <p>Keith Haring (1958-1990)</p>	<p>FOOD (PERFECT PIZZAS) Ann Kim (1973-)</p> 	<p><u>PRINTING</u></p> <p>Orla Kiely(1963-)</p> 	<p><u>MOVING VEHICLES</u></p> <p>Alec Issigonis (1906-1988)</p> 	<p><u>SCULPTURE</u> Kate Malone (1959-)</p> 	<p><u>TEXTILES</u> (PUPPETS) Paul Hansard (1922-2013)</p> 
	<p>KQ: Do different pencils give different effects?</p> <ol style="list-style-type: none"> 1. Add detail to the picture and begin to use the side of pencil to add shading to detail. 2. Choose and use three different grades of pencil when drawing. (HB,2B,etc) 3. Explore use of drawing materials e.g charcoal, pencil and pastel to create drawings, do the same drawing but with different media 4. Use a viewfinder to focus on a specific part of a picture before drawing it. 5/6. Create a final piece around the theme of respect using varied drawing pencils, and coloured pencils. 	<p>KQ: What combination of ingredients go well together?</p> <ol style="list-style-type: none"> 1. What are the favourite pizzas in the class? 2. Examine, describe and categorise a variety of bread based products. 3. Examine, describe and categorise a variety of pizza toppings. 4. Design a balanced healthy pizza. 5. /6. Make and evaluate your pizza based on your design. 	<p>KQ: How is wallpaper made?</p> <ol style="list-style-type: none"> 1. Monoprinting with a range of materials 2. Repeating Patterns 3. Simple printing blocks 4. Press print using polystyrene squares 5. Overprinting 6. Two tone printing 	<p>KQ: How do we make models move?</p> <ol style="list-style-type: none"> 1. Investigate a variety of vehicles. 2. Investigate wheels, axles and chassis. 3. Investigate ways of creating and decorating the body of a vehicle. 4. Design a vehicle 5. Make a vehicle based on your design 6. Evaluate a finished product. 	<p>KQ: What is an impression?</p> <ol style="list-style-type: none"> 1. Looking at Kate Malone's work and deciding favourite and why, pick out key features 2. How to join bits of clay, rough work, what is slip? 3. Cut, coil, knead impressions onto a clay tile 4. Design own pot, labelling key features and types of clay work 5. Create base of pot 6. Create decorations to add on to pot using slip. 	<p>KQ: How can a running stitch be used to make a puppet?</p> <ol style="list-style-type: none"> 1. Investigate a range of puppets and their features. 2. Work with fabric to create a finger puppet. 3. Develop and practise sewing skills. 4. Design a glove puppet 5. Follow a design to make a puppet. 6. Evaluate a finished product.