

		Emerald	Diamond	Topaz	Amethyst
Art and Design	Exploring and developing ideas	<ul style="list-style-type: none"> • Colour theory • Colour wheel; Primary and secondary colours 	<ul style="list-style-type: none"> • Colour theory • Colour wheel • Tertiary colours • Warm and cool colours • Complementary colours • Analogous colours 	<ul style="list-style-type: none"> • Colour theory • Colour wheel • Tertiary colours • Warm and cool colours • Complementary colours • Analogous colours. • Features of Islamic art • Motifs and patterns 	<ul style="list-style-type: none"> • Tints, Tones and Shades - Colour theory, Colour wheel
	Drawing and Painting	<ul style="list-style-type: none"> • Developing drawing techniques • Portraiture 	<ul style="list-style-type: none"> • Figure drawing • Urban landscapes • Sketching • Botanical art and illustration • Observational drawing 	<ul style="list-style-type: none"> • Landscape • Perspective • Drawing • Figure drawing 	<ul style="list-style-type: none"> • Mixing tints, shades and tones • Landscape • Abstract art • Abstraction by line, colour and shape • Orphism • Using sketchbooks • Observational drawing
	Sculpture	<ul style="list-style-type: none"> • 3-D murals; Buildings; 	<ul style="list-style-type: none"> • Ammonite sculpture • Clay technique- Making Bell Beaker-stylepots 	<ul style="list-style-type: none"> • Clay sculpture • Statues, statuettes and figurines • Sculptures from ancient civilisations • Clay work and sculpting • High and low relief clay sculpture 	<ul style="list-style-type: none"> • Environmental art • Recycled, reused and repurposed materials
	Collage/ Fabrics/ Printing	<ul style="list-style-type: none"> • Introducing collage 	<ul style="list-style-type: none"> • Weaving with natural materials • Unit and lino printing • History of mosaics 	<ul style="list-style-type: none"> • Printing • Motifs and pattern • Nature • Block printing • Embroidery • Warp and Weft- Weaving • Exploring yarns 	<ul style="list-style-type: none"> • Printmaking • Carving • Mixed media collage
	Significant people and movements	<ul style="list-style-type: none"> • James Rizzi 	<ul style="list-style-type: none"> • Significant people – Bell Beaker • Significant artist – LS Lowry 	<ul style="list-style-type: none"> • Significance of animals in art 	<ul style="list-style-type: none"> • Significant artists of colour • Analysing artwork • Significant artists – Pablo Picasso, Robert Delaunay and Sonia Delaunay • Pop Art

Design Technology	Design	<ul style="list-style-type: none"> Investigating existing products Designing and making shelters and dens Prototypes 	<ul style="list-style-type: none"> Significant designers – Sir Joseph Paxton and Sir Nicholas Grimshaw 	<ul style="list-style-type: none"> Mountain climbing equipment Design features Significant designer – William Morris 	<ul style="list-style-type: none"> Significant engineers and bridges Features of bridges Make Do and Mend - Investigating clothing;
	Make and Evaluate	<ul style="list-style-type: none"> Stitching to join materials Embellishing Safety rules Different Materials 	<ul style="list-style-type: none"> Weaving on a loom Strengthening techniques Using tools and safety rules Properties of materials 	<ul style="list-style-type: none"> Stitching a hem Embellishment Designing and making patterned and embellished fabrics 	<ul style="list-style-type: none"> Designing and making home devices Sewing – running stitch, whip stitch and blanket stitch Repairing clothes Making products from recycled materials
	Technical	<ul style="list-style-type: none"> 	<ul style="list-style-type: none"> Cam mechanisms Designing and making automaton toys Cutting, joining, strengthening and finishing Constructing strong frameworks 	<ul style="list-style-type: none"> Making switches Programmable technologies Programming a micro:bit Designing and making a nightlight Incorporating programming and circuits in products Simple and compound machines 	<ul style="list-style-type: none"> Sensors and monitoring Incorporating programming and circuits in products Strengthening techniques Iterative Design Building prototypes
	Food and nutrition	<ul style="list-style-type: none"> Sources of food Food preparation techniques Hygiene rules Designing and making salads and sandwiches 	<ul style="list-style-type: none"> Eatwell guide Methods of cooking Cooking appliances Hygiene rules Making taco fillings 	<ul style="list-style-type: none"> Food preservation techniques Exploring food packaging Prototypes Designing, making and packaging healthy snacks 	<ul style="list-style-type: none"> Whole foods Processed foods Making healthy meals Hygiene and safety