

Art and DT – Curriculum Overview

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS Topic	All About Me	Space	People Who Help Us	Traditional Tales	The World Around Us	Under the Sea
<i>Overview</i>	Using different tools and materials to create self-portraits.	Using junk modelling materials to create objects from space.	Using junk modelling materials to create emergency vehicles.	Exploring colour mixing and different methods of painting.	Using different materials to experiment with collaging.	Experimenting with colour, design, form and function.
<i>Prior Learning</i>	New learning	New learning	New learning	New learning	New learning	New learning
<i>Future Learning</i>	Year 1- Autumn 1 Make Your Mark	Year 1 - Autumn 2 Structures	Year 1 - Autumn 2 Structures	Year 1 - Summer 1 Painting and Mixed Media	Year 2 - Autumn 1 Craft and Design	Year 1 - Summer 1 Painting and Mixed Media
Year 1 Topic	Drawing: Make Your Mark	Structures: Constructing a Windmill	Sculpture and 3D: Paper Play	Textiles: Puppets	Painting and Mixed Media: Colour Splash	Cooking and Nutrition: Fruit and Vegetables
<i>Overview</i>	Developing observational drawing skills when exploring mark-making. Children use a range of tools, investigating how texture can be created in drawings. They apply their skills to a collaborative piece using music as a stimulus	Design, decorate and build a windmill for a mouse (client) to live in, develop an understanding of different types of windmills, how they work and their key features. Look at real existing examples and the functions	Creating simple 3D shapes and structures using familiar materials, children develop skills in manipulating paper and card. They fold, roll and scrunch materials to make their own sculpture inspired by the 'Tree of life' screen at the Sidi Saiyyed Mosque.	Explore different ways of joining fabrics before creating hand puppets based upon characters from a well-known fairytale. Develop technical skills of cutting, gluing, stapling, and pinning.	Exploring colour mixing through paint play, children use a range of tools and work on different surfaces. They create paintings inspired by Clarice Cliff and Jasper Johns.	Handle and explore fruits and vegetables and learn how to identify fruit, before undertaking taste testing to establish chosen ingredients for a smoothie they will make, with accompanying packaging.

	and investigate artists Bridget Riley and Zaria Forman.	that they carry out.	There are opportunities to extend learning to make a collaborative sculptural piece based on the art of Louise Bourgeois.			
<i>Prior Learning</i>	EYFS – using observational skills to create self-portraits	EYFS – using junk modelling materials to construct objects	EYFS – using junk modelling materials to construct objects	EYFS – Using different materials to experiment with collage	EYFS – colour mixing and different methods of painting	New learning
<i>Future Learning</i>	Y3 - Drawing: Growing Artists	Y2 - Structures: Baby Bear’s Chair	Y2 - Sculpture and 3D: Clay Houses	Y6 - Textiles: Waistcoats	Y2 - Painting and Mixed Media: Life in Colour	Y3 - Cooking and Nutrition: Eating Seasonally
Year 2 Topic	Craft and Design: Map it Out	Structures: Baby Bear’s Chair	Painting and Mixed Media: Life in Colour	Mechanisms: Fairground wheel	Sculpture and 3D: Clay Houses	Mechanisms: Making a Moving Monster
<i>Overview</i>	Responding to a design brief, children create a piece of art that represents their local area using a map as their stimulus. They learn three techniques for working creatively with materials and at the end of the	Using the tale of Goldilocks and the Three Bears as inspiration, pupils help Baby Bear by making him a brand-new chair, exploring different shapes and materials. When designing the chair, they consider his needs and	Taking inspiration from the collage work of artist Romare Bearden, children consolidate their knowledge of colour mixing and create textures in paint using different tools. They create their own painted paper in the style of Bearden and	After learning the terms: pivot, lever and linkage, pupils design a monster that will move using a linkage mechanism. Pupils practise making linkages and experiment with various materials to bring their monsters to life.	Developing their ability to work with clay, children learn how to create simple thumb pots then explore the work of sculptor Rachel Whiteread and apply her ideas in a final piece that uses techniques such as cutting, shaping, joining and	Design and create a functional Ferris wheel, consider how the different components fit together so that the wheels rotate and the structure stands freely. Select appropriate materials and develop their

	project, evaluate their design ideas, choosing the best to meet the brief.	what he likes.	use it in a collage, linked to a theme suited to their topic or classwork.		impressing into clay.	cutting and joining skills.
<i>Prior Learning</i>		Y1 - Structures: Constructing a Windmill	Y1 - Painting and Mixed Media: Colour Splash		Y1 - Sculpture and 3D: Paper Play	
<i>Future Learning</i>	Y3 - Craft and Design: Ancient Egyptian Scrolls	Y3 - Structures: Constructing a Castle	Y3 - Painting and Mixed Media: Prehistoric Painting	Y4 - Mechanical systems: making a sling-shot car	Y5 - Sculpture and 3D: Interactive Installation	Y5 - Mechanical Systems: Making a Pop-up book
Year 3 Topic	Cooking and Nutrition: Eating Seasonally	Drawing: Growing Artists	Digital World: Wearable Technology	Craft and Design: Ancient Egyptian Scrolls	Structures: Constructing a Castle	Painting and Mixed Media: Prehistoric Painting
<i>Overview</i>	Pupils discover when and where fruits and vegetables are grown and learn about seasonality in the UK. They look at the relationship between the colour of fruits and vegetables and their health benefits by making three dishes.	Using botanical drawings and scientific plant studies as inspiration, pupils explore the techniques of artists such as Georgia O'Keefe and Maud Purdy to draw natural forms, becoming aware of differences in the choice of drawing medium, scale and the way tonal shading can help create form.	Design, code and promote a piece of wearable technology to use in low light conditions, developing their understanding of programming to monitor and control products to solve a design scenario.	Learning about the way colour, scale and pattern influenced ancient Egyptian art, children explore the technique of papermaking to create a papyrus-style scroll. Ideas are extended to create a modern response by designing a 'zine'.	Learning about the features of a castle, pupils design and make one of their own. They will also be using configurations of handmade nets and recycled materials to make towers and turrets before constructing a stable base.	Investigating making their own paints, making tools and painting on different surfaces, the children explore prehistoric art.

<i>Prior Learning</i>	Y1 - Cooking and Nutrition: Fruit and Vegetables	Y1 – Drawing: Making Your Mark		Y2 - Craft and Design: Map it Out	Y2 - Structures: Baby Bear’s Chair	Y2 - Painting and Media: Life in Colour
<i>Future Learning</i>	Y5 - Cooking and Nutrition: What could be Healthier?	Y4 – Drawing: Power Prints	Y6 – Digital World: Navigating the World	Y4 - Craft and Design: Fabric of Nature	Y4 - Structure: Pavilions	Y4 - Painting and Mixed Media: Light and Dark
Year 4 Topic	Drawing: Power Prints	Structure: Pavilions	Painting and Mixed Media: Light and Dark	Mechanical systems: making a sling-shot car	Craft and Design: Fabric of Nature	Electrical systems: Torches
<i>Overview</i>	Using everyday electrical items as a starting point, pupils develop an awareness of composition in drawing and combine media for effect when developing a drawing into a print.	Exploring pavilion structures, learning about what they are used for and investigate how to create strong and stable structures before designing and creating their own pavilions, complete with cladding.	Developing colour mixing skills, using shades and tints to show form and create three dimensions when painting. Pupils learn about composition and plan their own still life to paint, applying chosen techniques.	Transform lollipop sticks, wheels, dowel and straws into a moving car. Pupils use a glue gun to construct, make the launch mechanism, design and create the chassis of a vehicle using nets.	Using flora and fauna of tropical rainforests as a starting point, children develop drawings through experimentation and textile-based techniques to a design a repeating pattern suitable for fabric.	Pupils apply their scientific understanding of electrical circuits to create a torch made from recycled and reclaimed materials and objects. They design and evaluate their product against set design criteria.
<i>Prior Learning</i>	Y3 - Drawing: Growing Artists	Y3 – Structure: Constructing a Castle	Y3 - Painting and Mixed Media: Prehistoric Painting		Y3 - Craft and Design: Ancient Egyptian Scrolls	
<i>Future Learning</i>	Y5 - Drawing: I need Space	Y6 – Structure: Playgrounds	Y5 - Painting and Mixed Media: Portraits	Y5 - Mechanical Systems: Making a Pop-up book	Y6 - Craft and Design: Photo Opportunity	Y5 - Electrical Systems: Doodlers
Year 5 Topic	Electrical Systems: Doodlers	Sculpture and 3D: Interactive Installation	Mechanical Systems: Making a Pop-up book	Drawing: I need Space	Cooking and Nutrition: What could be Healthier?	Painting and Mixed Media: Portraits

<i>Overview</i>	Explore series circuits further and introduce motors. Explore how the design cycle can be approached at a different starting point, by investigating an existing product, which uses a motor, to encourage pupils to problem-solve and work out how the product has been constructed, ready to develop their own.	Using inspiration of historical monuments and modern installations, children plan by researching and drawing, a sculpture to fit a design brief. They investigate scale, the display environment and possibilities for viewer interaction with their piece.	Create a four-page pop-up story book design, incorporating a range of functional mechanisms that use levers, sliders, layers and spacers to give the illusion of movement through interaction.	Developing ideas more independently, pupils consider the purpose of drawings as they investigate how imagery was used in the 'Space race' that began in the 1950s. They combine collage and printmaking to create a piece in their own style.	Research and modify a traditional Bolognese sauce recipe to make it healthier. Cook improved versions, creating appropriate packaging and learn about where the ingredients the importance of animal welfare when farming cattle.	Investigating self-portraits by a range of artists, children use photographs of themselves as a starting point for developing their own unique self-portraits in mixed media.
<i>Prior Learning</i>	Y4 - Electrical systems: Torches	Y2 - Sculpture and 3D: Clay Houses	Y4 - Mechanical systems: making a sling-shot car	Y4 - Drawing: Power Prints	Y3 - Cooking and Nutrition: Eating Seasonally	Y4 - Painting and Mixed Media: Light and Dark
<i>Future Learning</i>		Y6 - Sculpture and 3D: Making Memories		Y6 - Drawing: Make my voice heard		
Year 6 Topic	Craft and Design: Photo Opportunity	Textiles: Waistcoats	Drawing: Make my voice heard	Structure: Playgrounds	Sculpture and 3D: Making Memories	Digital World: Navigating the World
<i>Overview</i>	Exploring photography as a medium for expressing ideas, pupils investigate	Select fabrics, use templates, pin, decorate and stitch materials together	On a journey from the Ancient Maya to modern-day street art, children explore how artists	Design and create a model for a new playground featuring five	Creating a personal memory box using a collection of found objects and	Program a navigation tool to produce a multifunctional device for

	scale and composition, colour and techniques for adapting finished images. They use digital media to design and create photographic imagery for a specific design brief.	to create a waistcoat for a person or purpose of their choosing. Create or use a pattern template to fit a desired person or item (e.g. teddy bear).	convey a message. They begin to understand how artists use imagery and symbols as well as drawing techniques like expressive mark making, tone and the dramatic light and dark effect called 'chiaroscuro'.	apparatus, made from three different structures. Using a footprint as the base, practise visualising objects in plain view and get creative including natural features.	hand-sculptured forms, reflecting primary school life with symbolic and personal meaning.	trekkers. Combine 3D virtual objects to form a complete product concept in 3D computer-aided design modelling software.
<i>Prior Learning</i>	Y4 - Craft and Design: Fabric of Nature	Y1 - Textiles: Puppets	Y5 - Drawing: I need Space	Y4 - Structure: Pavilions	Y5 - Sculpture and 3D: Interactive Installation	Y3 - Digital World: Wearable Technology
<i>Future Learning</i>	KS3	KS3	KS3	KK3	KS3	KS3