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| **Year 1 Overview** | | | |
| Autumn 1 | Art and Design | **Drawing: Make your mark**  Creating line drawings using string, pencils and chalk inspired by the artist Bridget Riley. Exploring lines and mark making to draw water. Drawing and overlapping 2D shapes, combining materials, to create an abstract composition, inspired by Kandinsky. Exploring mark making through observational drawing. Applying drawing skills and knowledge to create an observational drawing | CST: The dignity of work and participation |
| FBV: Democracy |
| Autumn 2 | Design Technology | **Mechanisms: Making a moving story book**  Explore slider mechanisms and the movement they output, to design, make and evaluate a moving storybook from a range of templates. | CST: The dignity of work and participation |
| FBV: Mutual Respect |
| Spring 1 | Art and Design | **Painting and Mixed Media: Colour splash.**  Investigate how to mix secondary colours. Mixing colours when painting. Explore colour when printing. Experiment with paint mixing to make a range of secondary colours. | CST: The dignity of work and participation |
| FBV: Democracy |
| Spring 2 | Design Technology | **Food: Fruit and vegetables**  Learn to distinguish between fruit and vegetables and where they grow. Design a fruit and vegetable smoothie and accompanying packaging. | CST: Creation and environment |
| FBV: Rule of Law |
| Summer 1 | Art and Design | **Sculpture and 3D: Paper play.**  Roll paper to make 3D structures. Shape paper to make 3D drawings. To apply paper-shaping skills to make an imaginative sculpture. To work collaboratively to plan and create a sculpture. | CST: Creation and environment |
| FBV: Mutual Respect |
| Summer 2 | Design Technology | **Textiles: Puppets**  Explore methods of joining fabric. Design and make a character-based hand puppet using a preferred joining technique, before decorating. Example theme: Storybook character. | CST: The dignity of work and participation |
| FBV: Rule of Law |

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| **Year 2 Overview** | | | |
| Autumn 1 | Art and Design | **Drawing: Tell a story.**  Develop a range of mark making techniques. Explore and experiment with mark-making to create textures. Develop observational drawing. Understand how to apply expressions to illustrate a character. Develop illustrations to tell a story. | CST: The dignity of work and participation |
| FBV: Mutual Respect |
| Autumn 2 | Design Technology | **Food: A balanced diet**  Learn about the food groups (carbohydrates, proteins, fruits and vegetables, dairy, oils and spreads) to understand a balanced diet to develop a healthy wrap. | CST: Creation and Environment |
| FBV: Rule of Law |
| Spring 1 | Art and Design | **Painting and Mixed Media: Life in colour.**  Develop a knowledge of colour mixing, Understand how texture can be created with paint, explore texture and pattern. Compose a collage, choosing and arranging materials for effect. Evaluate and improve artwork. | CST: The dignity of work and participation |
| FBV: Rule of Law |
| Spring 2 | Design Technology | **Structures: Baby Bear’s chair**  Explore stability and methods to strengthen structures, to understand Baby Bear’s chair weaknesses and develop an improved solution for him to use. | CST: Democracy |
| FBV: Individual Liberty |
| Summer 1 | Art and Design | **Craft and Design: Map it out.**  Investigate maps as a stimulus for drawing. Learn and apply the steps of the felt-making process. Experiment with a craft technique to develop an idea. Develop ideas and apply craft skills when printmaking. Present artwork and evaluate it against a design brief. | CST: Creation and Environment |
| FBV: Tolerance of different Cultures and Religions |
| Summer 2 | Design Technology | **Mechanisms: Fairground wheel**  Design and create a functional Ferris wheel, learn how different components fit together so that the wheel rotates and the structure stands freely. | CST: The dignity of work and participation |
| FBV: Democracy |

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| **Year 3 Overview** | | | |
| Autumn 1 | Art and Design | **Painting and Mixed Media: Prehistoric painting.**  Apply an understanding of prehistoric man-made art. Understand and use scale to enlarge drawings in a different medium. Explore how natural products produce pigments to make different colours. Select and apply a range of painting techniques. Apply painting skills when creating a collaborative artwork. | CST: The dignity of work and participation |
| FBV: Mutual Respect |
| Autumn 2 | Design Technology | **Electrical systems: Electric posters.**  Our new electric poster unit introduces children to various forms of ‘Information design’ before they are briefed to develop an electric museum display based on The Romans. | CST: Dignity and Solidarity |
| FBV: Rule of Law |
| Spring 1 | Art and Design | **Drawing: Growing Artists.**  Recognise how artists use shape in drawing. Understand how to create tone in drawing by shading. Understand how texture can be created and used to make art. Apply observational drawing skills to create detailed studies. Explore composition and scale to create abstract drawings. | CST: The dignity of work and participation |
| FBV: Mutual Respect |
| Spring 2 | Design Technology | **Textiles: Cushions**  Learn and apply two new sewing techniques – cross-stitch and appliqué. Utilise these new skills to design and make a cushion. | CST: The dignity of work and participation |
| FBV: Rule of Law |
| Summer 1 | Art and Design | **Ancient Egyptian Scrolls**  Investigate the style, pattern and characteristics of Ancient Egyptian art.  Apply design skills inspired by the style of an ancient civilisation.  Apply understanding of ancient techniques to construct a new material. Apply drawing and painting skills in the style of an ancient civilisation. Apply an understanding of Egyptian art to develop a contemporary response. | CST: Option for the poor |
| FBV: Mutual Respect |
| Summer 2 | Design Technology | **Structures: Constructing a castle**  Identify and learn about the key features of a castle, before designing and making a recycled-material castle (structure). | CST: Creation and Environment |
| FBV: Mutual Respect |

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| **Year 4 Overview** | | | |
| Autumn 1 | Art and Design | **Drawing: Power prints**  Using tone to create a 3D effect. Explore proportion and tone when drawing. Plan a composition for a mixed-media drawing. Use shading techniques to create pattern and contrast. Work collaboratively to develop drawings into prints. | CST: The dignity of work and participation |
| FBV: Mutual Respect |
| Autumn 2 | Design Technology | **Electronical systems: Torches**  Learn about electrical items and how they work. Analyse and evaluate electrical products. Design a product to fit a set of specific user needs. Make and evaluate a torch. | CST: The dignity of work and participation |
| FBV: Rule of Law |
| Spring 1 | Art and Design | **Painting and Mixed Media: Light and dark**  Investigate different ways of applying paint. To mix tints and shades of a colour. Use tints and shades to give a three-dimensional effect when painting. Explore how paint can create very different effects. Consider proportion and composition when planning a still-life painting. Apply knowledge of colour mixing and painting techniques to create a finished piece. | CST: The dignity of work and participation |
| FBV: Democracy |
| Spring 2 | Design Technology | **Cooking and nutrition: Adapting a recipe**  Follow a baking recipe, make and test a prototype, design a biscuit and make a biscuit that meets a design brief. | CST: Creation and Environment |
| FBV: Rule of Law |
| Summer 1 | Art and Design | **Sculpture and 3D: Mega materials.**  Learning about the works of inspirational sculptors, creating 3D works of art, working with recycled materials and making collages. | CST: Option for the poor |
| FBV: Mutual Respect |
| Summer 2 | Design Technology | **Digital world: Mindful moments timer**  Explore what is meant by mindfulness and write design criteria to fulfil a brief to develop a programmed product for timing a mindful moment. | CST: Peace |
| FBV: Mutual Respect |

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| **Year 5 Overview** | | | |
| Autumn 1 | Art and Design | **Painting and Mixed Media: Portraits**  Explore how a drawing can be developed and combine materials for effect. Identify the features of self-portraits. Develop ideas towards an outcome by experimenting with materials and techniques. Apply knowledge and skills to create a mixed-media self-portrait. | CST: Creation and Environment |
| FBV: Democracy |
| Autumn 2 | Design Technology | **Mechanical systems: Pop-up book**  Create a functional four-page pop-up storybook design, using lever, sliders, layers and spacers to create paper-based mechanisms. | CST: The dignity of work and participation |
| FBV: Mutual Respect |
| Spring 1 | Art and Design | **Drawing: I need space**  Explore purpose and effect of imagery. Understand and explore decision making in creative processes. Develop drawn ideas through printmaking. Test and develop ideas using sketchbooks. Apply an understanding of drawing processes to revisit and improve ideas. | CST: The dignity of work and participation |
| FBV: Mutual Respect |
| Spring 2 | Design Technology | **Textiles: Stuffed toys**  Design a stuffed toy and make decisions on materials, decorations and attachments (appendages), after learning how to sew a blanket stitch.  Example theme: Animals. Alternative theme: [Easter Jesus](https://www.kapowprimary.com/theme/easter-stuffed-toys/) | CST: The dignity of work and participation |
| FBV: Rule of Law |
| Summer 1 | Art and Design | **Craft and design: Architecture**  Apply observational drawing skills to interpret forms accurately. Apply composition skills to develop a drawing into print. Apply an understanding of architecture to design a building. Extend design ideas through research and sketchbook use. Explore and evaluate the intention of a design. | CST: Creation and Environment |
| FBV: Democracy |
| Summer 2 | Design Technology | **Structure: Bridges** Explore how to reinforce a beam (structure) to improve its strength. Build a spaghetti truss bridge. Build a wooden truss bridge. Complete, reinforce and evaluate my truss bridge. | CST: The dignity of work and participation |
| FBV: Rule of Law |

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| **Year 6 Overview** | | | |
| Autumn 1 | Art and Design | **Drawing: Make my voice heard**  Explore expressive drawing techniques.  Looking at the works of Pablo Picasso and Kathe Kollwitz. Consider how symbolism in art can convey meaning. Apply understanding of the drawing technique chiaroscuro. Evaluate the context and intention of street art. Apply an understanding of impact and effect to create a powerful image. | CST: Solidarity and Dignity |
| FBV: Individual Liberty |
| Autumn 2 | Design Technology | **Structure: Playgrounds**  Research existing playground equipment and their different forms, before designing and developing a range of apparatus to meet a list of specified design criteria. | CST: The dignity of work and participation |
| FBV: Democracy |
| Spring 1 | Art and Design | **Painting and Mixed Media: Artist study**  Understand how to analyse a famous painting. Apply drama techniques to explore the meaning of a painting. Apply interpretation skills to analyse and respond to an abstract painting. Understand how art can tell stories or portray messages. Demonstrate an understanding of painting techniques to make personal choices. Looking at the Artists David Hockney, Paula Rego, John Singer Sargent, Frank Bowling and Lubaina Himid. | CST: Creation and Environment |
| FBV: Democracy |
| Spring 2 | Design Technology | **Food: Come dine with me**  Develop a three-course menu focused on three key ingredients, as part of a paired challenge to develop the best class recipes. Explore each key ingredient’s farm to fork process. | CST: Solidarity and Dignity |
| FBV: Tolerance for different Cultures and Religions |
| Summer 1 | Art and Design | **Making Memories**  Translate a 2D image into a 3D form. Manipulate cardboard to create 3D forms (tearing, cutting, folding, bending, ripping). Manipulate cardboard to create different textures. Make a cardboard relief sculpture. Make visual notes to generate ideas for a final piece. Translate ideas into sculptural forms. Create expressively in their own personal style and in response to their choice of stimulus, showing the ability to develop artwork independently. Combine materials and techniques appropriately to fit with ideas. | CST: The dignity of work and participation |
| FBV: Democracy |
| Summer 2 | Design Technology | **Electrical systems: Steady hand game**  Understand what is meant by fit for purpose design and form follows function. Design and develop a steady hand game using a series circuit, including housing and backboard. | CST: Solidarity |
| FBV: Rule of Law |