

**Art and DT – Curriculum Overview**

	<b>Autumn 1</b>	<b>Autumn 2</b>	<b>Spring 1</b>	<b>Spring 2</b>	<b>Summer 1</b>	<b>Summer 2</b>
<b>EYFS Topic</b>	All About Me	Through My Eyes	Everyday Superheroes	We're on the Move	Down at the Bottom of the Garden	Under the Sea
<i>Overview</i>	<p>Developing fine motor skills by mark marking across various areas of the classroom. Children use a range of tools and equipment.</p> <p>Children explore the artist Van-Gogh and create a self-portrait using different materials.</p>	<p>Building upon Autumn 1 learning by developing their fine motor skills.</p> <p>Explore, use and refine a variety of artistic effects to express their ideas and feelings.</p> <p>Children will make Diva lamps out of salt dough. Create a picture out of dots using paint and cotton buds (inspired by Yayoi Kusama).</p>	<p>Making use of props and materials when role playing.</p> <p>Naming and using a wide range of materials for a specific purpose.</p> <p>Safely exploring a variety of materials explaining the process they have used by building a home for an animal using recycled materials.</p>	<p>Experimenting with colour, design, texture, form, and function to build a mode of transport.</p> <p>Refining ideas and developing their ability to represent them.</p>	<p>Experimenting with different textures, techniques, colour and different types of media.</p> <p>Children will be creating farmyard animals using paper plates, create a collage using vegetable printing, exploring different colours and textures via leaf printing.</p>	<p>Using a variety of materials and tools with care and precision.</p> <p>To design and evaluate a sandcastle sculpture.</p> <p>To experiment with colour - Hokusai – 'The Great Wave' painting.</p> <p>To use different techniques for joining materials.</p>
<i>Prior Learning</i>	New learning	EYFS – All About Me	New learning	EYFS – Through My Eyes	EYFS – We're on the Move	EYFS – Down at the Bottom of the Garden
<i>Future Learning</i>	Year 1 – Make your Mark	Year 1 – Sculpture and 3D	Year 1 – Structure and 3D	Year 1 - Structures: Constructing a Windmill	Year 1 – Cooking and Nutrition: Fruit and Vegetables	Year 1 – Sculpture and 3D: Paper Play

	Year 3 – Drawing: Growing Artists			Year 1 - Sculpture and 3D: Paper Play		Year 1 - Painting and Mixed Media: Life in Colour
<b>Year 1 Topic</b>	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 and investigate artists Bridget Riley and Zaria Forman.	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 that they carry out.	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. There are opportunities to extend learning to make a collaborative sculptural piece based on the art of Louise Bourgeois.	Explore different ways of joining fabrics before creating hand puppets based upon characters from a well-known fairy-tale. 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.
<i>Prior Learning</i>	EYFS – Down at the Bottom of the Garden	EYFS – Under the Sea	Y1 – Structures: Constructing a Windmill	EYFS – Under the Sea	Y1 – Drawing: Make Your Mark	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
<b>Year 2 Topic</b>	Painting and Mixed Media: Life in Colour	Structures: Baby Bear's Chair	Drawing: Tell a Story	Mechanisms: Making a Moving Monster	Sculpture and 3D: Clay Houses	Mechanisms: Fairground Wheel
<i>Overview</i>	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 use it in a collage, linked to a theme suited to their topic or classwork.	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 what he likes.	This unit focuses on helping pupils develop their ability to tell a story through drawing. It includes lessons on creating textures, observational drawing, character expression, and storytelling through illustrations, enhancing pupils' mark-making techniques, observational skills, and imagination in art.	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 impressing into clay.	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 cutting and joining skills.
<i>Prior Learning</i>	Y1 - Painting and Mixed Media: Colour Splash	Y1 - Structures: Constructing a Windmill	Y1 - Painting and Mixed Media: Colour Splash	Y1 – Structures: Constructing a Windmill	Y1 - Sculpture and 3D: Paper Play	Y2 – Mechanisms: Making a Moving Monster
<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

<b>Year 3 Topic</b>	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	Y2 – Drawing: Tell a Story	Y2 - Mechanisms: Making a Moving Monster	Y2 - Painting and Media: Life in Colour	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
<b>Year 4 Topic</b>	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,	Exploring pavilion structures, learning	Developing colour mixing skills, using shades and tints to	Transform lollipop sticks, wheels,	Using flora and fauna of tropical rainforests as a	Pupils apply their scientific

	pupils develop an awareness of composition in drawing and combine media for effect when developing a drawing into a print.	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.	show form and create three dimensions when painting. Pupils learn about composition and plan their own still life to paint, applying chosen techniques.	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.	starting point, children develop drawings through experimentation and textile-based techniques to a design a repeating pattern suitable for fabric.	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 - Mechanisms: Making a Moving Monster	Y3 - Craft and Design: Ancient Egyptian Scrolls	Y4 - Mechanical Systems: Making a Sling-shot Car
<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
<b>Year 5 Topic</b>	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	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	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	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	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	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.

	motor, to encourage pupils to problem-solve and work out how the product has been constructed, ready to develop their own.	environment and possibilities for viewer interaction with their piece.	through interaction.	and printmaking to create a piece in their own style.	importance of animal welfare when farming cattle.	
<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: Playgrounds	Y6 - Sculpture and 3D: Making Memories		Y6 - Drawing: Make my voice heard		
<b>Year 6 Topic</b>	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 scale and composition, colour and techniques for adapting finished images. They use digital media to design and create photographic imagery for a specific design	Select fabrics, use templates, pin, decorate and stitch materials together 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).	On a journey from the Ancient Maya to modern-day street art, children explore how artists convey a message. They begin to understand how artists use imagery and symbols as well as drawing techniques like expressive mark making, tone and	Design and create a model for a new playground featuring five apparatus, made from three different structures. Using a footprint as the base, practise visualising objects in plain view and get creative including natural features.	Creating a personal memory box using a collection of found objects and hand-sculptured forms, reflecting primary school life with symbolic and personal meaning.	Program a navigation tool to produce a multifunctional device for trekkers. Combine 3D virtual objects to form a complete product concept in 3D computer-aided design modelling software.

	brief.		the dramatic light and dark effect called 'chiaroscuro'.			
<i>Prior Learning</i>	Y4 - Craft and Design: Fabric of Nature	Y4 – Craft and Design: Fabric of Nature	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