



Curriculum Overview – Art and Design/Design Technology – 2021-2022

2021-2022	AUTUMN 1						AUTUMN 2					
	Session 1	Session 2	Session 3	Session 4	Session 5	Session 6	Session 1	Session 2	Session 3	Session 4	Session 5	Session 6
Reception												
Year 1 Art DT	Self-portraits – painting (colour mixing)	Self-portraits – painting (mixed media)	Picasso 2D – painting	Picasso 2D – painting	Picasso 3D – sculpture (cardboard)	Picasso 3D – sculpture (cardboard)	Food tasting (linked to senses)	Food tasting (linked to senses)	Healthy Food options (link to importance of food at festivals times)	Design a Christmas party food	Make a Christmas party food	Evaluate a Christmas party food
Year 2 Art DT	Natural Sculpture - Andy Goldsworthy -	Natural Sculpture: Sort items by colour and material	Natural Sculpture: Use variety of materials to create paths and walls.	Natural Sculpture: select materials and make spirals or circles.	Natural sculpture: manipulate materials when creating sculptures.	Natural sculpture: Use reflections in art work.	Textiles – sewing	Techniques - sewing	Design -hanging decoration	Make - hanging decoration	Make / finish - hanging decoration	Evaluate - hanging decoration
Year 3 Art DT	Sculpture project with local artist	Sculpture project with local artist	Sculpture project with local artist	Sculpture project with local artist	Sculpture project with local artist	Sculpture project with local artist	know how seasonal in Britain are grown and processed. understand that some seasonal vegetables are suited to the climate and weather conditions in Britain	Children know why vegetables form an important part of a healthy diet. Children know when some British vegetables are in season	Design seasonal vegetable soup	Purchase ingredients (for recipe from shop or stall)	prepare and make a healthy soup using seasonal vegetables	Evaluate
Year 4 DT Art	Benefits of Mediterranean diet Healthy diet	Benefits on Mediterranean diet – food, diet, nutrients	Research a savoury dish to cook	Design	Make	Evaluate	Still life					
Year 5 Art DT	Printing – explore printing	Experiment with and show experience in a range of mono print techniques – drawing into ink, placing objects on printing palette, placing motifs	Introduction to wider range of embroidery stitches	print on fabric	Combining techniques to produce an end piece: embroidery over printing	Combining techniques to produce an end piece: embroidery over printing	Focus on scientific aspect of cooking – eg yeast, baking powder, bicarbonate of soda, eggs, vegan alternatives	Choose one to make	research	Plan / design	Make	Evaluate
Year 6 Art DT	Learn about Frieda Kahlo and analyse some of her work.	Study the self-portraits of Frida Kahlo.	Explore how Kahlo drew on her cultural background for her artwork.	Understand what surrealism is in artwork	cont	Explore how Kahlo painted moments in her life and expressed emotion through her work.	Investigate cam-based toys	Measure cutting and drilling skills	Design and plan a toy that includes a cam driven movement	Make a toy that includes a cam driven movement	Make a toy that includes a cam driven movement	Evaluate



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	SPRING 1						SPRING 2					
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Reception												
Year 1 DT Art	Investigate various sliding mechanisms	How to make variety of mechanisms	Design (innovate) sliding mechanism	Make (measure, cut, join, finish) sliding mechanism	Evaluate sliding mechanism	Present sliding mechanism	Collage (linked to materials and RE: awe and wonder)	Skills of collage eg fringing	Collaborative piece	Collaborative piece cont.	Individual piece	Individual piece cont.
Year 2 Art DT	Urban landscape - Lowry 'Coming from the Mill'	Lowry – colour mixing	Lowry - background	Lowry – cityscape	Lowry – figures	Lowry – compare with 'VE day celebration'	Food and nutrition – eat more fruits and vegetables	Tasting of different seasonal fruits	Design a fruit kebab	Purchase ingredients (for recipe from shop or stall)	Make -	Evaluate -
Year 3 Art DT	To investigate a range of fabric purses and pencil cases with closures and look at closures	To practise and compare sewing stitches and how to attach / sew embellishments / button to a piece of fabric.	Design a pencil case/purse.	Make pencil case/purse.	Make pencil case/purse.	Evaluate pencil case / purse based on a design.	Cave painting: Explore the history and style / recurring themes of cave paintings.	Clay tiles: Roll out a small piece of clay to about 1cm thick and use sharp twig collected from outside to carve the drawing.	Cave painting: Stick paper to the underside tables - let pupils sit underneath the tables (as if in a cave) chalks to draw designs	They will find out how prehistoric people made their paints. Make paints from natural materials	Use browns, oranges, yellows and blacks - apply paint using fingers. Paint designs onto coarse sandpaper	Gallery time
Year 4 Art DT	Roman mosaics – exploring mosaics	Developing technique	Printing a border	Researching mosaics	Designing and printing a central motif		Boats: research features of boats	Which shape of Hull is best? make and test a prototype	Which shape of sail helps our boat to move the fastest? make and test a prototype	design a boat	Make boat	Test and evaluate
Year 5 Art DT	3D Sculpture (armature)- Ancient Egyptian Crowns Investigate	Armature	Design	Make	Finish	Present	Structures: Pulleys /levers Introduce to the invention of the shaduf and its use of counterweights to help lift the water	Explore counterweights	Create a detailed design for a shaduf	Use a variety of materials and tools to create a working model of a shaduf	Use a variety of materials and tools to create a working model of a shaduf	Evaluate their work and identify areas of strength and weakness?
Year 6 Art DT	Introduce PopArt	Create own pieces in style of Andy Warhol	Collage in the style of Warhol	Creating own art work	Creating own art work	Gallery time	Budgeting for a meal - Grab and Go: Exploring and tasting foodafactoflife	Making spring rolls	Researching projects and ingredients and	Grab and go : designing a product	Designing packaging	Making an on the go product



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Reception												
Year 1 DT Art	Pulley system (lighthouse keepers lunch) using construction kit (incl strengthening)	Design and make own pulley system using strengthening knowledge	Make / Evaluate	Bird feeders – dowelling (measure, cut, finish, join)	Make bird food for bird feeder	Evaluate the bird feeders use	Sculpture – imaginary creatures 3D – mod roc (Greedy Zebra)	Plan	Make	Make	Finish	Present
Year 2 Art DT	Axles: Investigate wheels, axles and chassis	Investigate ways of creating and decorating the body of a vehicle.	Design: design a vehicle.	Make: Make a vehicle based on design.	Finish: decorate (paint) the vehicle in line with the design	Evaluate: Evaluate finished product.	Textiles – weaving					
Year 3 Art DT	Explore historical Greek pottery vase design	To develop control of tools and techniques with plasticine - with plaits / imprints / embellishments	To develop control of tools and techniques with plasticine – techniques for joining clay	Design vase	Make/decorate a clay vase.	Evaluate a finished product	Investigate a variety of familiar objects that use air to make them work.	Investigate techniques for making simple pneumatic systems.	Gather ideas and design a monster including a moving pneumatic system.	Make a monster with a moving pneumatic part.	Make a monster with a moving pneumatic part.	Evaluate finished product.
Year 4 Art DT	River art (Hamilton) Monet River Thames series	Impressionism	Painting 'en plein air'	Painting the River Thames Monet style			Project linked to electricity - investigate and analyse illuminated signs.	Understand how LEDs may be used instead of traditional incandescent bulbs in series circuits.	Develop ideas for a decorative illuminated sign.	Select and use tools, equipment, materials and components to make the enclosure of a decorative illuminated sign.	Construct a working circuit with one or more lights, and fit it in a decorative illuminated sign.	Investigate ways in which computers can be used to program and control lights in a product.
Year 5 Art DT	Peter Thorpe space art Paint on canvas Who is Peter Thorpe Abstract art (TES)	Technique of abstract background and prime feature in foreground	Experiment with designs on paper	Paint	Paint	Paint	Investigate the purpose and appearance of planters Investigate and practise woodwork skills eg joins	Investigate the materials and features of planters and how to draw diagrams.	Design a planter to a specified criteria	Make a wooden planter by following a plan.	Make a wooden planter by following a plan.	Evaluate planter
Year 6 Art DT	Legacy Art Project						Link to Enterprise Project					