



Art and DT 2020-2021 curriculum

Year	Autumn	Spring	Summer
One	Art & Design Formal Elements of Art- <i>Designing, drawing craft, painting and art appreciation</i>	Art & Design Landscapes using different media- <i>At the Seaside</i>	Design and Technology Textiles- <i>Puppets</i> Mechanisms - A moving story book
Two	Art & Design Formal elements- <i>Pattern, texture and tone</i>	Art & Design Sculpture and Mixed Media- <i>Comics and Superheroes</i>	Design and Technology Structures- Baby Bear's Chair Mechanisms - Fairground Wheel
Three	Art & Design Pre-historic art- <i>Drawing, painting and working with charcoal</i>	Art & Design Formal Elements- <i>Shape and Tone</i>	Design and Technology Electrical Systems- <i>Static Electricity</i> Structures - Constructing a castle
Four	Art & Design <i>Formal elements of Art – Texture and pattern</i>	Art & Design Every Picture tells a Story- <i>Analysing famous artists work</i>	Design and Technology Textiles - Fastenings Digital Design - Mindful moments
Five	Art & Design <i>Art And Design Skills</i>	Art & Design Design for a Purpose	Design and Technology Mechanical systems- <i>Designing a pop-up book</i> Electronic Systems – Designing a electronic card
Six	Art & Design Still life- <i>Example theme: Memory box</i>	Art & Design Make My Voice Heard- <i>Messaging in drawing, painting and sculpture</i>	Design and Technology Structure- <i>Playgrounds</i> Textiles - waistcoats