



Art and DT 2021-22 Curriculum

Year One	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic	<p>Art & Design Skills- <i>Designing, drawing craft, painting and art appreciation</i></p> <p><i>Use sketchbooks to try out ideas</i> <i>Simple block designs</i> <i>Create patterns using simple block designs</i> <i>How different shades can be made by mixing paints</i> <i>Printing techniques</i> <i>Use variety of media to create designs</i> <i>Louis Wain</i></p>	<p>Design & Technology <u>Food: Fruits and Vegetables.</u></p> <p>Distinguish fruits from vegetables Know what parts of the plan are edible. Know fruits and vegetables can grow on trees, vines, under and above the soil. Identify ingredients they would like to use Design packing that suits their choice of ingredients</p>	<p>Art & Design Landscapes</p> <p>Horizon lines Using different materials to create a texture Tints and shades Mixing colour Painting carefully Using materials to add to a painting</p>	<p>Design & Technology: Structures: Windmills</p> <p>Follow a design criteria Assemble a structure securely Construct simple axle system Test and evaluate product</p>	<p>Art & Design Sculptures and collages</p> <p>Moulding clay/plasticine to create sculpture Recycled materials to create a sculpture Natural materials to improve artwork</p>	<p>Design & Technology: Textiles - Puppets</p> <p>Explore different ways to join textiles Design a character Make and join materials to create a puppet Decorate puppet to reflect initial character choice</p>
Endpoints	Use different media to create own artwork	Identify key ingredients they would use in a smoothie	Create a landscape using paint and other materials	Construct a windmill with working parts	Create a 3-d model	Make a hand puppet
Concepts	Sketchbooks Printing Colours	Healthy eating Fruits and vegetables Creating a recipe	Landscapes Tints Shades	Assembling structures Measuring Systems of motion	Sketchbooks Clay/plasticine Evaluate and	Assembling textiles Joining textiles Produce to suit

	Artist study	Packing product for marketplace Meeting criteria	Colour mixing Collage	Sturdiness Product suits purpose Meeting criteria	improve Natural materials recycled materials	criteria Choosing right materials Meeting criteria
Links	Year Two Summer Year Three Spring	Y3 Food Y6 Food	Year Two Spring Year Two Summer	Y2 Structures Y2 Mechanisms Y5 Structures	Year Three Autumn	Y2 textiles Y3 Textiles Y6 Textiles
Year Two	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic	Art & Design Formal elements- <i>Pattern, texture and tone</i> Repeating Patterns Rubbings Colour and rubbings Collage and Frottage Tone and 3-D drawing	Design & Technology: Structures: Baby Bear's Chair Test stability of 3-D objects Know what man-made objects are Know techniques that make a structure strong Build a chair that can take a given weight Adapt design to meet purpose	Art & Design Art and design skills. Sketchbooks Repeating patterns in clay Weaving Cutting Measuring Clarice Cliff Tone Shading Painting skills Evaluate and improve	Design & Technology: Textiles – Pouches (Relate to Kenyan material designs/prints) Sew a running stitch Cut fabrics to suit purpose Join fabrics together with running stitch Decorate a pouch to a give product criteria	Art & Design Sculptures and mixed media (relate it to the world) Sketchbooks Repeating patterns Weaving Clarice Cliff Shading Tone Painting skills Evaluate and improve Drawing for pleasure	Design & Technology: Mechanisms: Making a fair ground wheel How wheels work Evaluate big wheels Create a design Plan and build Evaluate and adapt Decorate and asses if suitable for purpose
Endpoints	Create a 3-d drawing	Make a chair that can hold a given weight	To use shade and paint in our own artwork	Make and decorate a pouch using strong joins	Refine painting skills to create own artwork.	Make a fairground wheel that moves using an axel system and is stable.
Concepts	Tone 3-D Collage Frottage Patterns	Stability Design for purpose Evaluate Strength Sturdy Adapt and improve Meeting criteria	Patterns Weaving Tone Shading Painting skills Evaluate and improve	Joining fabrics Design for purpose Marketing Fastening Meeting criteria	Sketchbooks Repeating patterns Shading Tone Painting skills Evaluate Improve	Stability Design for purpose Planning Evaluating Sturdy Strength Adapt and improve Meeting criteria
Links	Year Three Spring	Y1 Structures	Year One Spring	Y1 Textiles	Year One Spring	Y1 Structures

	Year Four Autumn	Y5 Structures	Year Two Summer	Y3 Textiles Y6 textiles	Year Three Spring	Y2 Structures Y5 Structures
Year Three	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic	Art & Design Formal Elements – Shape and Tone Recognise and draw simple shapes Straight lines in everyday objects Geometry in artwork Four rules of shading From light to dark	Design & Technology: Textiles: Cushions (Rainforest print) Cross Stitch Use cross stich in their design criteria Use applique and cross stich in decoration of product Secure materials together Evaluate against design criteria	Art & Design Art and design skills. Carl Giles Cartoon style Tints and Shades Detail Texture Colour 3-D models	Food and Technology Food: Eating Seasonally In season crumble (Taste fruits, talk about texture, taste and what they prefer). Know fruits and vegetables can be imported. Different climates produce different fruits and vegetables. Know benefits of eating home grown fruits and vegetables To create a healthy dish that uses vegetables grown in the UK. To follow a recipe safely following all safety procedures.	Art and Design: Pre Historic Art Sketchbooks Exploring pre- historic art. Colours used in pre-historic art. Using charcoal Tone Texture Form Shape Using different pigments to change colour Adding fine detail to artwork	Design & Technology: Structures: Castles Recognise how 2-D and 3-D shapes are combined to form stable structures. Plan and design a castle meeting a design brief. Know the shapes they will use to make a stable structure. Know the features of a castle Use nets to construct the castle. Evaluate finished structure. Motion systems for moving parts
Endpoints	Create drawing using tone and shading.	To create a cushion using stitching and meet product criteria.	Create a 3-D puppet	To make a Tart using seasonal foodstuffs.	Create own pre-historic art using texture	Construct a castle to given specifications using a range of different shapes.
Concepts	Simple shapes in drawing Straight lines in drawing Geometrical shapes in art Shading	Joining fabrics Strong joins Stitching Suitable for purpose Fastening Marketing Meeting criteria	Sketchbooks Carl Giles Tints and shades Observational drawing Texture 3-D artwork	Healthy meals Fruits and vegetables Climates Recipes Hygiene Preparing food safely Meeting criteria	Sketchbooks Pre-Historic Art Tone Texture Form Shape Mixing colours	Motion Sturdy Design for a purpose Meeting criteria Strength Sturdy Joins

					Fine detail Charcoal	
Links	Year Four Autumn	Y1 Textiles Y6 Textiles	Year One Summer Year Two Summer	Y1 Food Y6 Food	Year Two Summer Year Three Autumn Year Four Spring	Y1 Structures Y1 Mechanisms Y2 Structures Y2 mechanisms
Year Four	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic	<p>Formal elements of Art: <i>Texture and pattern</i></p> <p>Use charcoal to create different effects and textures. Use charcoal to display abstract words and phrases. Make own stamp for printing Repeating patterns Colour and pattern Flip patterns using symmetry Geometry and the flower of life pattern.</p>	<p>Design & Technology: Electrical Systems: Torches</p> <p>Know electrical products Know what an electrical conductor and insulator are. Know a battery can be used to supply product with power. Features of a torch. How a torch works. Evaluate torches What should be in a torch design? Design a torch that meets criteria and market. Make a working circuit Cut and join materials Evaluate product against criteria</p>	<p>Art & Design Every picture tells a story</p> <p>Artists tell story in artwork. Formal elements in artwork. David Hockney Paula Rego Edward Hopper Fiona Rae Leonardo Da Vinci</p>	<p>Design and Technology Mechanisms How to design and make a Roman Catapult</p> <p>Know design of a catapult Objects in motion have kinetic energy Know a frame supports working parts Air resistance can reduce speed Using nets to create structure Make a model based on chosen design Test and evaluate design against criteria</p>	<p>Art and Design: Sculpture</p> <p>Geometrical prints of consistent size and shape Guiseppe Arrimboldo Collage Sokari Douglas Camp Sculpture for recycled material</p>	<p>Digital Design: Mindful moments.</p> <p>Create design criteria Evaluate existing products Know what mindfulness is Know different approaches to mindfulness Programme a micro-bit Test and fix errors in code. Create a prototype Evaluate prototype Create a brand for prototype Know what branding is</p>
Endpoints	Use geometry to create a piece of art.	Design and create a working torch that meets given criteria.	To know artists tell a story in their paintings.	Create a working Roman Catapult.	To create own sculpture from recycled materials.	To create a mindfulness timer and brand it for

						market release.
Concepts	Charcoal Textures Abstract art Printing Repeating patterns Using geometry – shapes, symmetry, reflection	Electrical systems Circuits Evaluate Adapt and improve Meeting criteria Marketing Joining Cutting	Shape Form Texture Pattern Colour Detail Evaluating Perspective Narrative Abstract Emotional responses to art	Motion Sturdy Evaluate Adapt and improve Meet criteria Evaluate and improve Planning Sturdy Strong	Printing Geometrical shapes Recycled materials	Branding Marketing Meet criteria Digital technology Programming Evaluate and improve Abstract Detail
Links	Year Three Autumn	Y6 Electrical Systems	Year Two Summer Year Three Autumn Year Three Summer Year Five Autumn	Y1 Structures Y2 Structures Y2 Mechanisms Y3 Mechanisms Y5 Mechanical systems	Year Two Autumn Year Two Summer Year Three Autumn Year Three Summer	Y5 Digital World
Year Five	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic	Art & Design Formal elements: <i>Architecture</i> Observational drawing Texture Tone Colour Friedensreich Hundertwasser Perspective view Plan view Front elevation Meeting criteria and purpose Monuments	Design & Technology: Digital World: Monitoring Devices Use research to support development of a product Develop design criteria based on research Know changes in thermometer design Programme to monitor ambient temperature and to notify when above or below Explain key functions	Art & Design Every picture tells a story Analyse and evaluate Messages in art Banksy Andy Warhol John Singer Sargent Magdalene Odundo Abstract art Symbols to create a message Evaluate and analyse using language of art.	Design & Technology Structure: Bridges Beam and arch bridges How to reinforce a structure to improve strength. Different ways to reinforce structures Truss Bridges How Triangles can strengthen bridges Measure and mark out accurately Use appropriate tools safely. Evaluate bridge and improve as required.	Art and Design: Design for a Purpose Using symbols to represent a message or person Planning to meet a criteria The design process Review, modify, improve Market and branding	Design and Technology: Mechanical systems – Making a pop-up book (relate it to mountains) Input motion starts mechanism Output is the motion that starts as result of input How motion of pages move the mechanism. Mechanisms control movement. Layers and spacers Suitable product for

		of programme Explain how will help consumer in market place How reliance on plastic is affecting the earth Generate housing ideas for product Virtual modelling				market consumer
Endpoints	Apply art techniques to architectural drawings.	Create a thermometer aimed at pet owner market.	Using art to portray a message to others	To build a truss bridge to specification to hold a given weight.	Using art to persuade others	create a pop-up book that meets consumer requirements.
Concepts	Detail Observational drawing Tone Colour Perspective Texture	Meeting consumer requirements Research Planning Marketing Research Meeting criteria Functionality	Evaluate Analyse Messages in art Symbols in art Art telling a story Abstract art	Sturdy Strength Joining Measure Cut Joining Safety with tools Evaluate and improve Meeting criteria Functionality	Symbols to send a message Planning Meeting criteria Planning, modifying, improving Marketing Branding	Motion Measure Cutting Joining Evaluating Improving Marketing Meeting consumer needs Researching Functionality
Links	Year Two Summer Year Three Autumn Year Three Summer Year Four Spring Year Six Autumn	Y4 Digital World	Year Four Autumn Year Four Spring	Y1 Structures Y2 Structures Y3 Structures	Year Six Spring	Y2 Mechanisms Y3 Mechanisms Y4 Mechanisms
Year Six	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Topic	Art & Design Still life: <i>Example theme: Memory box</i>	Design & Technology: Electrical Systems: Steady Hand Game Research existing toys Form and Function	Art & Design Make My Voice Heard: <i>Messaging in drawing, painting and sculpture</i>	Design and Technology: Food: Come Dine With Me (Mexican themed) Research a recipe Know courses may not complement each other Compile list of	SATS	Design and Technology: Textiles: <i>Waistcoats</i> (Design waistcoats to wear for graduation) Design clothes to set criteria

		<p>Components of a steady hand game</p> <p>Draw game from different perspectives</p> <p>Follow design criteria</p> <p>Construct a stable base</p> <p>Incorporate a circuit</p>		<p>ingredients and equipment</p> <p>Follow a recipe</p> <p>Know how food gets to our plate</p> <p>Three course meal</p>		<p>Cut fabric to a design</p> <p>Measure out</p> <p>Joining using running stitch</p> <p>Securing and cutting off</p> <p>Fastening</p> <p>Creating design</p> <p>Evaluate produce for purpose</p>
Endpoints	Create a still life for a memory box.	Create a steady hand game with components in a sturdy base.	Children create own piece of art inspired by a great artist.	Plan and prepare a three course meal that is healthy in content.		Design and make a waistcoat for personal use
Concepts	<p>Form</p> <p>Line</p> <p>Shapes in art</p> <p>Observation</p> <p>Sketch books</p> <p>Shading</p> <p>Shadow and light</p> <p>Abstract art</p> <p>Colour</p> <p>Tones</p> <p>Paul Cézanne</p> <p>Graphics</p>	<p>Research</p> <p>Evaluate</p> <p>Improve</p> <p>Planning</p> <p>Form</p> <p>Functionality</p> <p>Meet criteria</p> <p>Marketing</p> <p>Branding</p> <p>Stability</p> <p>Strength</p> <p>Sturdy</p>	<p>Colour</p> <p>3-D art</p> <p>Graffiti Art</p> <p>Lines</p> <p>Light and shadow</p> <p>Kathe Kollwitz</p> <p>Symbolism in art</p> <p>Pablo Picasso</p> <p>Abstract</p> <p>Symbols in artwork</p> <p>Tone</p> <p>Light and shadow</p> <p>Shading</p> <p>Lines</p> <p>Shapes</p> <p>Analyse, evaluate, improve</p>	<p>Healthy eating</p> <p>Recipes</p> <p>Hygiene</p> <p>Safety</p> <p>Preparation</p> <p>Planning</p> <p>Fruits and vegetables</p> <p>Courses</p> <p>Ingredients</p>		<p>Fabrics</p> <p>Joining</p> <p>Stitching</p> <p>Meeting criteria</p> <p>Form</p> <p>Functionality</p> <p>Cutting</p> <p>Measuring</p> <p>Fastening</p>
Links	<p>Year Two Summer</p> <p>Year Three Autumn</p> <p>Year Three Summer</p>	<p>Y1 Structures</p> <p>Y2 Structures</p> <p>Y3 Structures</p>	Year Five Summer	<p>Y1 Cooking and Nutrition</p> <p>Y3 Cooking and</p>		<p>Y1 Textiles</p> <p>Y2 Textiles</p> <p>Y3 textiles</p>

	Year Four Spring Year Five Autumn	Y4 Electrical systems		Nutrition		
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