



Aberford C of E Primary School

Art and Design and Design Technology Mapping and Coverage

Core areas of Art:

Drawing	Painting and Mixed Media	Sculpture and 3D	Craft and design
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Core areas of DT:

Cooking and nutrition	Mechanical systems/ Mechanisms	Structures	Textiles	Electrical Systems (KS2 only)	Digital World (KS2 only)
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Cycle A

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Art	DT	Art	DT	Art	DT
Class 1 (no rolling programme in class 1)	Drawing Marvellous Marks <ul style="list-style-type: none"> To investigate the marks and patterns made by different textures To explore making marks with felt tips To explore making marks with chalk To explore making marks using pencils To create a simple observational drawing To use a variety of colours and 	Textiles Bookmarks <ul style="list-style-type: none"> To develop threading and weaving skills To practise and apply weaving skills to a specific material eg. paper To practise and apply threading skills with specific materials e.g. hessian and wool To use threading or sewing to design a product (bookmark) 	Painting and Mixed Media Paint my world <ul style="list-style-type: none"> To explore paint through finger painting To create natural paintbrushes using found objects To respond to music through the medium of painting To make child-led collages through mixed media To create landscape collages inspired by the work of Megan Coyle 	Cooking and Nutrition Soup <ul style="list-style-type: none"> To explore fruits and vegetables and the differences between them AND To use adjectives to describe how fruits and vegetables look, feel, smell, taste To listen to and recall elements from the story 'The Best Pumpkin Soup' AND To explore a pumpkin and 	Sculpture and 3D Creation Station <ul style="list-style-type: none"> To explore clay and its properties To explore playdough and its properties Creating 3D landscape pictures using natural found objects; using their imagination to choose and arrange objects To generate inspiration and conversation about 	Structures Boats <ul style="list-style-type: none"> To understand what waterproof means and to test whether materials are waterproof To test and make predictions for which materials float or sink To compare the uses of boats To investigate how the shape and structure of boats affects the way they move

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	materials to create a self-portrait	<ul style="list-style-type: none"> To create a textiles product (bookmark) following their own design To reflect with children on how they have achieved their aims 	<ul style="list-style-type: none"> To create a large piece of group artwork based around fireworks 	<p>describe it using the five senses</p> <ul style="list-style-type: none"> To design a fruit and vegetable soup recipe To practise cutting with a knife and to learn how to use a knife safely To observe and help (where appropriate) with the use of tools to prepare ingredients and to describe the finished product and evaluate the process To design food packaging 	<p>sculpture art and artists</p> <ul style="list-style-type: none"> To begin making a 3D clay sculpture using the designs created last lesson To make a 3d clay sculpture using the designs created last lesson 	<ul style="list-style-type: none"> To design a boat To create a boat based upon their own design
Class 2	Drawing	Mechanisms	Sculpture and 3D	Cooking and Nutrition	Craft and design	Mechanisms
	Tell a story <ul style="list-style-type: none"> To develop a range of mark making techniques To explore and experiment with mark making to create textures To develop observational drawing 	Fairground Wheel <ul style="list-style-type: none"> To explore wheel mechanisms and design a fairground wheel To select materials with appropriate properties To build and test a moving wheel 	Paper Play <ul style="list-style-type: none"> To roll paper to make 3D structures To shape paper to make a 3D drawing To apply paper shaping skills to make an imaginative sculpture 	Smoothies <ul style="list-style-type: none"> To identify fruits To describe where fruits and vegetables grow To practise food preparation skills To select ingredients for a recipe 	Map it out <ul style="list-style-type: none"> To investigate maps as a stimulus for drawing To learn and apply the steps of the felt making process To experiment with a craft technique to develop an idea 	Wheels and Axles <ul style="list-style-type: none"> To develop cutting skills by shaping wheels To refine cutting skills by shaping round wheels To evaluate by comparing and discussing different wheel designs

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	<ul style="list-style-type: none"> To understand how to apply expressions to illustrate a character 	<ul style="list-style-type: none"> To conduct a simple survey to gather opinions To finish and evaluate a structure with a rotating wheel 	<ul style="list-style-type: none"> To work collaboratively to plan and create a sculpture To apply painting skills when working in 3D 	<ul style="list-style-type: none"> To apply food preparation skills to a recipe To evaluate against the design brief 	<ul style="list-style-type: none"> To develop ideas and apply craft skills when printmaking To present artwork and evaluate it against a design brief 	<ul style="list-style-type: none"> To create a design by drawing plans for a pull-along toy To apply finishing techniques by decorating a pull-along toy
Class 3	Drawing <ul style="list-style-type: none"> Growing Artists <ul style="list-style-type: none"> To recognise how artists use shape in drawing To understand how to create tone in drawing by shading To understand how texture can be created and used to make art To apply observational drawing skills to create detailed studies To explore composition and scale to create abstract drawings 	Mechanical Systems <ul style="list-style-type: none"> Pneumatic Toys <ul style="list-style-type: none"> To understand how pneumatic systems work To design a toy that uses a pneumatic system To create a pneumatic system To test and finalise ideas against design criteria 	Sculpture and 3D <ul style="list-style-type: none"> Abstract Shape and Space <ul style="list-style-type: none"> To join 2D shapes to make 3D structures To join materials in different ways when working in 3D To develop ideas for 3D artwork To apply knowledge of sculpture when working in 3D To evaluate and improve artwork 	Cooking and Nutrition <ul style="list-style-type: none"> Adapting a recipe <ul style="list-style-type: none"> To evaluate existing biscuit products To prepare and cook a dish To select ingredients and follow a budget To take inspiration from existing products To make and test a prototype biscuit To evaluate a final product 	Craft and design <ul style="list-style-type: none"> Fabric of Nature <ul style="list-style-type: none"> To understand starting points in a design process To explore techniques to develop imagery To explore using a textile technique to develop patterns To learn how to create a repeating pattern To understand how art is made for different purposes 	Digital World <ul style="list-style-type: none"> Mindful Moments Timer <ul style="list-style-type: none"> To evaluate existing products To develop design criteria To program and control a product To develop and communicate ideas To develop ideas through computer-aided design To consider feedback and evaluate
Class 4	Drawing	Electrical Systems	Sculpture and 3D	Cooking and Nutrition	Craft and design	Digital World

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	Make my voice heard <ul style="list-style-type: none"> • To explore expressive drawing techniques • To convey how symbolism in art can convey meaning • To apply understanding of the drawing technique chiaroscuro • To evaluate the context and intention of street art • To apply an understanding of impact and effect to create a powerful image 	Doodlers <ul style="list-style-type: none"> • To understand how motors are used in electrical products • To investigate an existing product to determine the factors that affect the product's form and function • To apply the findings from research to develop a unique product • To develop a DIY kit for another individual to assemble their product • 	Interactive Installation <ul style="list-style-type: none"> • To identify and compare features of art installations • To investigate the effect of space and scale when creating 3D art • To problem solve when constructing 3D artworks • To plan an installation that communicates an idea • To apply their knowledge of installation art and develop ideas into a finished piece 	Developing a recipe <ul style="list-style-type: none"> • To understand how ingredients are reared and processed • To make adaptations to design a recipe • To evaluate nutritional content • To practise food preparation skills • To design a product label • To follow and make an adapted recipe 	Photo Opportunity <ul style="list-style-type: none"> • To apply an understanding of composition to create an effective photomontage advertising poster • To apply an understanding of abstract art through photography • To demonstrate an understanding of design choices using digital photography techniques • To apply an understanding of photography to design and recreate a famous painting • To demonstrate observation and proportion to create art in a photorealistic style 	Navigating the world <ul style="list-style-type: none"> • To write a design brief and criteria based on a client request • To write a program to include multiple functions as part of a navigation device • To develop a sustainable product concept • To develop 3D CAD skills to produce a virtual model • To present a pitch to 'sell' the product to a specified client
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Cycle B

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
	Art	DT	Art	DT	Art	DT
Class 1	Drawing	Textiles	Painting and Mixed Media	Cooking and Nutrition	Sculpture and 3D	Structures
	<ul style="list-style-type: none"> • Marvellous Marks To investigate the marks and patterns made by different textures • To explore making marks with felt tips • To explore making marks with chalk • To explore making marks using pencils • To create a simple observational drawing • To use a variety of colours and materials to create a self-portrait 	Bookmarks <ul style="list-style-type: none"> • To develop threading and weaving skills • To practise and apply weaving skills to a specific material eg. paper • To practise and apply threading skills with specific materials e.g. hessian and wool • To use threading or sewing to design a product (bookmark) • To create a textiles product (bookmark) following their own design • To reflect with children on how they have achieved their aims 	Paint my world <ul style="list-style-type: none"> • To explore paint through finger painting • To create natural paintbrushes using found objects • To respond to music through the medium of painting • To make child-led collages through mixed media • To create landscape collages inspired by the work of Megan Coyle • To create a large piece of group artwork based around fireworks 	Soup <ul style="list-style-type: none"> • To explore fruits and vegetables and the differences between them AND To use adjectives to describe how fruits and vegetables look, feel, smell, taste • To listen to and recall elements from the story 'The Best Pumpkin Soup' AND To explore a pumpkin and describe it using the five senses • To design a fruit and vegetable soup recipe • To practise cutting with a knife and to learn how to use a knife safely 	Creation Station <ul style="list-style-type: none"> • To explore clay and its properties • To explore playdough and its properties • Creating 3D landscape pictures using natural found objects; using their imagination to choose and arrange objects • To generate inspiration and conversation about sculpture art and artists • To begin making a 3D clay sculpture using the designs created last lesson <p>To make a 3d clay sculpture using the designs created last lesson</p>	Boats <ul style="list-style-type: none"> • To understand what waterproof means and to test whether materials are waterproof • To test and make predictions for which materials float or sink • To compare the uses of boats • To investigate how the shape and structure of boats affects the way they move • To design a boat • To create a boat based upon their own design

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				<ul style="list-style-type: none"> To observe and help (where appropriate) with the use of tools to prepare ingredients and to describe the finished product and evaluate the process To design food packaging 		
Class 2	Painting and Mixed Media	Structures	Sculpture and 3D	Mechanisms	Craft and design	Textiles
	Life in colour <ul style="list-style-type: none"> To develop knowledge of colour mixing To know how texture can be created with paint To use paint to explore texture and pattern To compose a collage, choosing and arranging materials for effect To evaluate and improve artwork 	Baby Bear's Chair <ul style="list-style-type: none"> To explore the concept and features of structures and the stability of different shapes To understand that the shape of the structure affects its strength To make a structure according to design criteria To produce a finished structure and evaluate its strength, stiffness and stability 	Clay houses <ul style="list-style-type: none"> To use my hands as a tool to shape clay To shape a pinch pot and join clay shapes as decoration To use impressing and joining techniques to decorate a clay tile To use drawing to plan the features of a 3D model To make a 3D clay tile from a drawn design 	Making a moving monster <ul style="list-style-type: none"> To look at objects and understand how they move To look at objects and understand how they move To explore different design options To make a moving monster 	Woven Wonders <ul style="list-style-type: none"> To know that art can be made in different ways To choose, measure, arrange and fix materials To explore plaiting, threading and knotting techniques To learn how to weave To combine techniques in a woven artwork 	Puppets <ul style="list-style-type: none"> To join fabrics together using different methods To use a template to create my design To join two fabrics together accurately To embellish my design using joining methods

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Class 3	Painting and Mixed Media	Structures	Sculpture and 3D	Electrical Systems	Craft and design	Textiles
	Prehistoric Painting <ul style="list-style-type: none"> To apply an understanding of prehistoric human made art To understand and use scale to enlarge drawings in a different medium To explore how natural products produce pigments to make different colours To select and apply a range of painting techniques To apply painting skills when creating a collaborative artwork 	Pavilions <ul style="list-style-type: none"> To create a range of different shaped frame structures To design a structure To build a frame structure To add cladding to a frame structure 	Mega Materials <ul style="list-style-type: none"> To develop ideas for 3D work through drawing and visualisation in 2D To use more complex techniques to shape materials To explore how shapes can be formed and joined in wire To consider the effect of how sculpture is displayed To choose and join a variety of materials to make sculpture 	Torches <ul style="list-style-type: none"> To learn about electrical items and how they work To analyse and evaluate electrical products To design a product to fit a set of specific user needs To make and evaluate a torch 	Ancient Egyptian Scrolls <ul style="list-style-type: none"> To investigate the style, pattern and characteristics of Ancient Egyptian art To apply design skills, inspired by the style of an ancient civilisation To apply understanding of ancient techniques to construct a new material To apply drawing and painting skills in the style of an ancient civilisation To apply an understanding of Egyptian art to develop a contemporary response 	Cross Stitch and Applique <ul style="list-style-type: none"> To learn how to sew cross-stitch and appliqué To develop and use a template To assemble fabric parts into a fabric product To decorate fabric using appliqué and cross-stitch
Class 4	Painting and Mixed Media	Structures	Sculpture and 3D	Mechanical Systems	Craft and design	Textiles
	Artist Study <ul style="list-style-type: none"> To understand how to analyse a famous painting 	Playgrounds <ul style="list-style-type: none"> To design a playground with a 	Making Memories <ul style="list-style-type: none"> To analyse how art can explore the concept of self 	Automata Toys <ul style="list-style-type: none"> To create design criteria to meet a user's needs 	Architecture <ul style="list-style-type: none"> To apply observational drawing skills to 	Stuffed Toys <ul style="list-style-type: none"> To design a stuffed toy

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	<ul style="list-style-type: none"> • To understand how to find meaning in painting • To apply drama techniques to explore the meaning of a painting • To apply interpretation skills to analyse and respond to an abstract painting • To understand how art can tell stories or portray messages • To develop starting points for creative outcomes • To demonstrate an understanding of painting techniques to make personal choices 	<p>variety of structures</p> <ul style="list-style-type: none"> • To build a range of structures • To improve and add detail to structures • To create a surrounding landscape 	<ul style="list-style-type: none"> • To explore sculptural techniques • To use creative experience to develop ideas and plan a sculpture • To apply an understanding of materials and techniques to work in 3D • To problem solve, evaluate and refine artwork to achieve a chosen outcome 	<ul style="list-style-type: none"> • To use an exploded diagram to assemble a frame • To explore a mechanism to inform a design decision • To evaluate a completed design 	<p>interpret forms accurately</p> <ul style="list-style-type: none"> • To apply composition skills to develop a drawing into print • To apply an understanding of architecture to design a building • To extend design ideas through research and sketchbook use • To explore and evaluate the intention of a design 	<ul style="list-style-type: none"> • To sew a blanket stitch • To create and add decorations to fabric • To use a blanket stitch to assemble the components of a stuffed toy
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