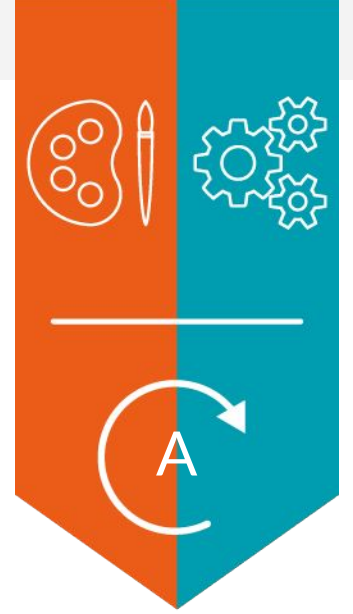


Curriculum overview for parents and carers

Art and design
&
Design and technology

Summary of key learning for Reception to Year 5/6.



	EYFS: Reception
Autumn term	DT Structures: Junk modelling Exploring materials through junk modelling, children develop their scissor skills and awareness of different materials and joining techniques. Children begin to make verbal plans and material choices before starting, and problem solve while making their model.
	Art Drawing: Marvellous marks Exploring mark-making and the language of texture, children use wax crayons and chalk to make rubbings on different surfaces. They use felt tips to explore colour and pencils to create observational drawings of their faces.
Spring term	DT Textiles: Bookmarks Developing fine motor skills through a range of threading activities before moving on to use binka and a needle. Children design a bookmark, considering what to include and why and then follow their designs to complete their bookmarks.
	Art Painting and mixed media: Paint my world Creating child-led paintings using fingers and natural items as tools, children learn that colours can be mixed and that paintings can be abstract or figurative. They make collages and explore different painting techniques to create splatter pictures.
Summer term	DT Structures: Boats Considering the properties of materials through water play, children discover which materials are waterproof and whether they float or sink. Children evaluate a variety of boats and use their new-found knowledge to design and make a boat that is waterproof and floats.
	Art Sculpture and 3D: Creation station Manipulating playdough and clay to make animal sculptures and their own creations, children begin to use language associated with forces: push, pull, twist, etc. They create natural landscape pictures using items they have found outdoors.

	Year 1/2
Autumn term	DT Structures: Stable structures Exploring stable shapes using innate sense of balance. Discovering ways to make freestanding structure more stable with a wide or a heavy base. Designing and making a fun and stable pencil pot for a Year 1 pupil. Structures: Constructing windmills Designing, decorating and building a windmill, developing an understanding of different types of windmill, how they work and their key features. Looking at examples of windmills and exploring the functions that they carry out.
	Art Drawing: Exploring line and shape Exploring line and shape through a range of materials and stimuli, children develop control and creativity as they investigate the work of artists Bridget Riley and Paul Klee. Inspired by these artists, they experiment with expressive mark-making and portrait drawing. They learn how lines can vary in appearance and form shapes, and begin to recognise shapes within forms to help them draw more accurately.
Spring term	DT Textiles: Puppets Exploring different ways of joining fabrics before creating hand puppets based upon characters from a well-known fairytale. Developing technical skills of cutting, glueing, stapling and pinning.
	Art Sculpture and 3D: Paper play Creating simple three-dimensional shapes and structures using familiar materials, children develop their 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. Pupils may extend their learning to make a collaborative sculptural piece based on the art of Louise Bourgeois.
Summer term	DT Cooking and nutrition: Smoothies Handling and exploring fruits and vegetables and learning how to identify a fruit. Undertaking taste tests to identify ingredients for a smoothie they make, and designing and creating packaging for their smoothie.
	Art Drawing: Understanding tone and texture Developing drawing skills by exploring and experimenting with a range of materials, children make marks that suggest surface texture and light and dark. They learn how to build a drawing by sketching basic shapes and adding detail, leading to a final observational piece that shows an emerging understanding of shading and texture.

Art and design & Design and technology curriculum overview (KS2)

Year 3/4	
Autumn term	DT Digital world: Wearable technology Designing, coding and promoting 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.
	Art Sculpture and 3D: Abstract shape and space Exploring how shapes and negative spaces can be represented by three-dimensional forms. Manipulating a range of materials, children learn ways to join and create free-standing structures inspired by the work of Anthony Caro and Ruth Asawa.
Spring term	DT Cooking and nutrition: Eating seasonally Discovering when and where fruits and vegetables are grown and learning about seasonality in the UK. Pupils respond to a brief to design a seasonal food tart using ingredients harvested in the UK in May and June.
	Art Drawing: Developing drawing skills Developing drawing skills through observation, shape and tone, children practise drawing objects using simple shapes, building even tones with pencil and adding detail by closely observing pattern and texture. They apply these skills in imaginative plant drawings and then explore how to recreate their ideas as digital artwork.
Summer term	DT Structures: Constructing a castle Learning about the features of a castle, pupils design and make one of their own. Using configurations of handmade nets and recycled materials to make towers and turrets and constructing a stable base.
	Art Drawing: Exploring tone, texture and proportion Exploring tone, texture and proportion to create realistic and expressive drawings, children take inspiration from artists Sarah Graham, Nicola McBride and Beatriz Milhazes. Using sweets, wrappers and bold patterns as stimuli, they develop skills in shading, mark-making and composition to produce detailed drawings with a strong sense of form and proportion.

Art and design & Design and technology curriculum overview (KS2)

Year 5/6	
Autumn term	DT Electrical systems: Doodlers Further exploring series circuits and introducing motors. Pupils investigate existing products and use their problem-solving skills to establish how they think the products have been constructed, before then creating their own doodler.
	Art Drawing: Depth, emotion and movement Exploring how drawing can express emotion, movement and depth, children take inspiration from artists Charlie Mackesy and Elizabeth Catlett. They use expressive lines and marks to convey feeling and energy, develop shading techniques to show depth and form, and investigate composition through drawing and printmaking. This leads to a final piece that combines personal ideas with artist influence.
Spring term	DT Mechanical systems: Gears and pulleys Exploring the history, mechanics and uses of gears and pulleys, children apply their understanding to make a gear and a pulley system and design an eco-bike that harnesses the energy from an exercise bike to do work. Mechanical systems: Making a pop-up book Creating 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 through interaction
	Art Painting and mixed media: Portraits 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. Artists featured: Rembrandt, Van Gogh, Frida Kahlo, Chila Kumari Singh Burman and Njideka Akunyili Crosby.
Summer term	DT Cooking and nutrition: Developing a recipe Researching and modifying a traditional bolognese sauce recipe to improve the nutritional value before then cooking an adapted version and creating packaging that fits a given design criteria. Learning where beef comes from.
	Art Drawing: Expressing ideas Exploring how drawing can be used to express ideas and messages, children take inspiration from a range of street art examples. They investigate how artists use perspective, scale and proportion to create impact, then develop these skills to design and create a street-art-inspired final piece that communicates a clear message about sustainability and the environment.