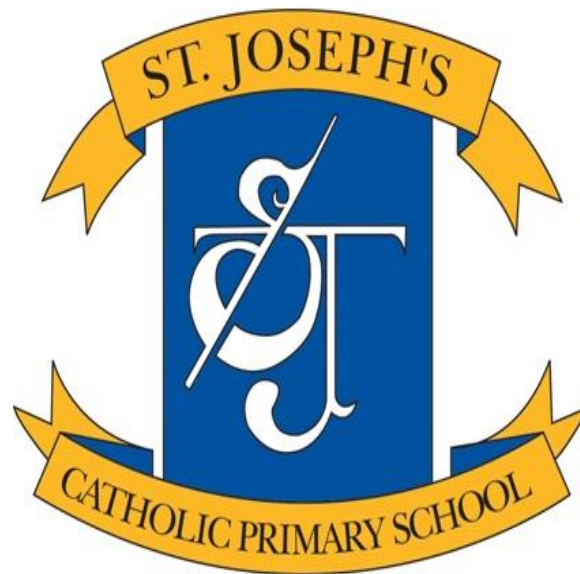


St Joseph's Catholic Primary School

Design and Technology and Art:

Curriculum Overview



Long Term Overview: Art and DT

	Autumn One	Autumn Two	Spring One	Spring Two	Summer One	Summer Two
EYFS	Art and Design	Art and Design	Design and Technology	Art and Design	Art and Design	Art and Design
	Drawing: Frida Kahlo	Painting and mixed media	Structures: Junk modelling	Seasonal craft: Egg threading	Sculpture and 3D	Seasonal craft: Salt painting
	Design and Technology	Design and Technology	Design and Technology	Design and Technology	Design and Technology	Design and Technology
	Food and nutrition: Healthy eating	Seasonal craft: Sliding Santa chimney	Cooking and nutrition: Pancakes	Textiles: Bookmarks	Seasonal project: Flower threading	Structures: Boats
Year 1	Art and Design	Design and Technology	Art and Design	Design and Technology	Art and Design	Design and Technology
	Drawing: Make your mark	Smoothies	Painting and mixed media: Colour Splash	Textiles: Puppets	Sculpture and 3D: Paper Play	Structures: Constructing a Windmill
Year 2	Art and Design	Art and Design	Design and Technology	Design and Technology	Art and Design	Design and Technology
	Craft and design: Map it out					
	Design and Technology	Painting and mixed media: Life in colour	Structures: Baby bear's chair	Mechanisms: Fairground wheel	Sculpture and 3D: Clay houses	Mechanisms: Making a moving monster
	Cooking and nutrition: Eating seasonally					

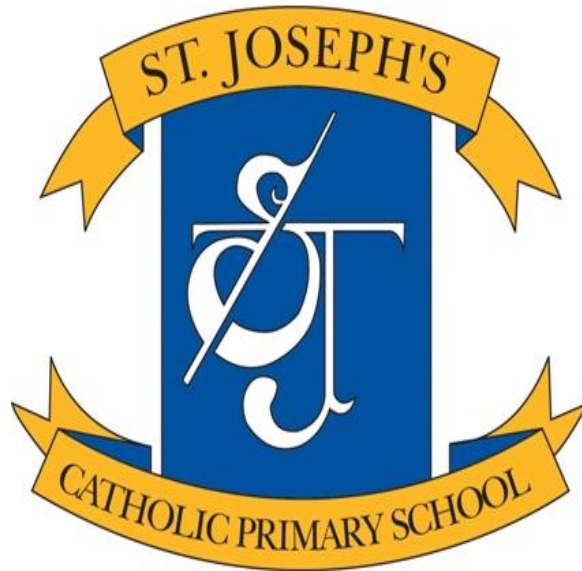
* Each class will also create a pop-up Christmas card, with a progression of designs, during Autumn 2

Long Term Overview: Art and DT

	Autumn One	Autumn Two	Spring One	Spring Two	Summer One	Summer Two
Year 3	Design and Technology	Art and Design	Design and Technology	Art and Design	Design and Technology	Art and Design
	Cooking and nutrition: Eating seasonally	Drawing: Growing artists Painting: Prehistoric painting	Digital World: Wearable technology	Craft and design: Ancient Egyptian scrolls	Structures: Constructing a castle	Sculpture and 3D: Abstract shape and space
Year 4	Art and Design	Design and Technology	Art and Design	Design and Technology	Art and Design	Design and Technology
	Craft and design: Fabric of nature	Structure: Pavilions	Drawing: Power prints	Mechanical Systems: Making a slingshot car Cooking and nutrition: Adapting a recipe	Painting and mixed media: Light and dark	Electrical systems: Torches
Year 5	Art and Design	Design and Technology	Art and Design	Design and Technology	Art and Design	Design and Technology
	Painting and mixed media: Portraits	Structure: Anderson Shelters	Drawing: I need space	Mechanical systems: Making a pop-up book	Sculpture and 3D: Interactive installation	Developing a recipe
Year 6	Art and Design	Design and Technology	Design and Technology	Art and Design	Design and Technology	Art and Design
	Digital art: Emotion in art	Electrical systems: Doodlers	Product Design	Drawing: Make my voice heard	Digital world: Navigating the world	Sculpture and 3D: Making memories

* Each class will also create a pop-up Christmas card, with a progression of designs, during Autumn 2

EYFS – Art and Design Technology Overview



Reception

Autumn Term

ART- Drawing: Frida Kahlo

Exploring mark making through different drawing materials. Beginning to draw from observation using faces and self-portraits as a stimulus.

DT- Food and Nutrition: Designing and making a rainbow salad

Pupils refresh their knowledge of fruits and vegetables and explore what it means to have a healthy balanced diet. They design their own rainbow salad combination. After revisiting the health and safety rules, pupils prepare the ingredients to create their rainbow salad. They taste and evaluate their rainbow salad.

ART- Painting and Mixed Media

Exploring paint and painting techniques through nature, music and collaborative work. Developing creativity through child-led exploration of mixed-media, making collages and transient art.

DT- Seasonal Craft: Sliding Santa chimney

Children explore a simple paper slider mechanism as part of a practical example and then apply it to create their own sliding Santa chimney picture.

Spring Term

DT- Structures: Junk modelling

Exploring and learning about various types of permanent and temporary join. Pupils are encouraged to tinker using a combination of materials and joining techniques in the junk modelling area.

DT- Cooking and Nutrition: Pancakes

Explore what happens when we mix a range of ingredient together and observe the change in state when heat is added.

ART- Seasonal Craft: Egg threading

Applying skills in threading wool; making choices about patterns and colours; creating hanging Easter decorations.

DT- Textiles: Bookmarks

Developing and practising threading and weaving techniques using various materials and objects. Pupils look at the history of the bookmark from Victorian times versus modern-day styles. The pupils apply their knowledge and skills to design and sew their own bookmarks.

Summer Term

ART- Sculpture and 3D

Exploring the sculptural qualities of malleable materials and natural objects; developing the use of tools and joining techniques; designing and making clay animal sculptures.

DT- Seasonal Project: Flower threading

Using a range of tools and techniques, pupils create their own flower threading pattern and complete it using coloured wool.

ART- Seasonal craft: Salt Painting

Painting imaginative designs with salt; experimenting with colour and texture; describing the processes they have used.

DT- Structures: Boats

Exploring what is meant by 'waterproof', 'floating' and 'sinking', pupils experiment and make predictions with various materials to carry out a series of tests. They learn about the different features of boats and ships before investigating their shape and structures to build their own.

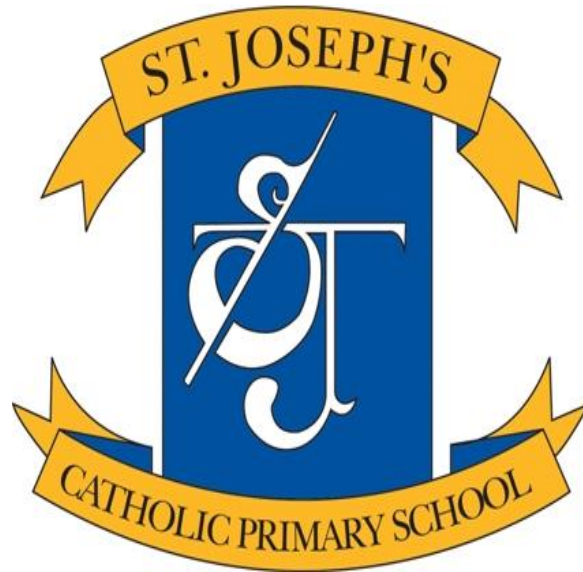
Artists Studied - Reception	
	Beth Cavener
	Julie Wilson
	Megan Coyle

3D Units	Craft Units
Drawing Units	Painting Units

Artists in bold are significantly covered

KS1 –

Design Technology and Art Overview



	Year 1	Year 2
Autumn Term	<p><u>Drawing: Make your mark</u> Developing observational drawing skills when exploring mark-making . Children use a range of tools, investigating how texture can be created in drawings. They apply their skills to a collaborative piece using music as a stimulus and investigate artists Bridget Riley and Zaria Forman.</p>	<p><u>Craft and design: Map it out</u> Responding to a design brief, children create a piece of art that represents their local area using a map as their stimulus. They learn three techniques for working creatively with materials and at the end of the project, evaluate their design ideas, choosing the best to meet the brief.</p>
	<p><u>Cooking and nutrition: Smoothies</u> Handle and explore fruits and vegetables and learn how to identify fruit, before undertaking taste testing to establish chosen ingredients for a smoothie they will make, with accompanying packaging.</p>	<p><u>Painting and mixed media: Life in colour</u> Taking inspiration from the collage work of artist Romare Bearden, children consolidate their knowledge of colour mixing and create textures in paint using different tools. They create their own painted paper in the style of Bearden and use it in a collage, linked to a theme suited to their topic or classwork.</p>
Spring Term	<p><u>Painting and mixed media: Colour splash</u> Exploring colour mixing through paint play, children use a range of tools and work on different surfaces. They create paintings inspired by Clarice Cliff and Jasper Johns.</p>	<p><u>Structures: Baby bear's chair</u> Using the tale of Goldilocks and the Three Bears as inspiration, children help Baby Bear by making him a brand new chair. When designing the chair, they consider his needs and what he likes and explore ways of building it so that it is strong.</p>
	<p><u>Textiles: Puppets</u> Exploring different ways of joining fabrics before creating their own hand puppets based upon characters from a well-known fairytale. Children work to develop their technical skills of cutting, gluing, stapling and pinning.</p>	<p><u>Mechanisms: Fairground wheel</u> Designing and creating their own Ferris wheels, considering how the different components fit together so that the wheels rotate and the structures stand freely. Pupils select appropriate materials and develop their cutting and joining skills.</p>
Summer Term	<p><u>Sculpture and 3D: Paper play</u> Creating simple three dimensional shapes and structures using familiar materials, children develop skills in manipulating paper and card. They fold, roll and scrunch materials to make their own sculpture. There are opportunities to extend learning to make a collaborative sculptural piece based on the art of Louise Bourgeois.</p>	<p><u>Sculpture and 3D: Clay houses</u> Developing their ability to work with clay, children learn how to create simple thumb pots then explore the work of sculptor Rachel Whiteread and apply her ideas in a final piece that uses techniques such as cutting, shaping, joining and impressing into clay.</p>
	<p><u>Structures: Constructing windmills</u> Designing, decorating and building a windmill for their mouse client to live in, developing an understanding of different types of windmill, how they work and their key features.</p>	<p><u>Mechanisms: Making a moving monster</u> After learning the terms; pivot, lever and linkage, children design a monster which will move using a linkage mechanism. Children practise making linkages of different types and varying the materials they use to bring their monsters to life.</p>

Artists Studied – KS1

Year 1
Marco Balich
Louise Bourgeois
Samantha Stephenson
Renata Bernal
Ilya Bolotowsky
Zaria Forman
Wassily Kandinsky
Bridget Riley
Clarice Cliff
Jasper Johns

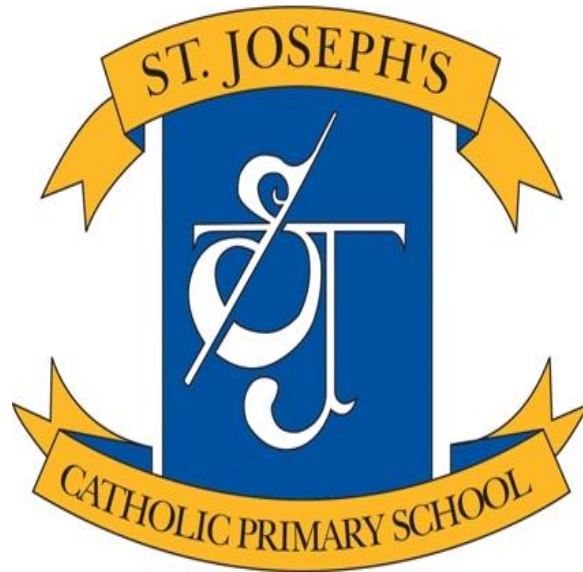
Year 2
Ranti Bam
Rachel Whiteread
Josef Albers
Matthew Cusick
Eduardo Paolozzi
Maggie Scott
Kim Soon-Im
Susan Stockwell
Romare Bearden

3D Units	Craft Units
Drawing Units	Painting Units

Artists in bold are significantly covered

LKS2 –

Design Technology and Art Overview



	Year 3	Year 4
Autumn Term	<p><u>Cooking and nutrition: Eating seasonally</u> Pupils discover when and where fruits and vegetables are grown and learn about seasonality in the UK. They respond to a design brief to design a seasonal food tart using ingredients harvested in the UK in May and June.</p>	<p><u>Craft and design: Fabric of nature</u> Using flora and fauna of tropical rainforests as a starting point, children develop drawings through experimentation and textile-based techniques to a design a repeating pattern suitable for fabric.</p>
	<p><u>Drawing: Growing artists</u> Using botanical drawings and scientific plant studies as inspiration, pupils explore the techniques of artists such as Georgia O’Keefe and Maud Purdy to draw natural forms, becoming aware of differences in the choice of drawing medium, scale and the way tonal shading can help create form.</p>	<p><u>Structures: Pavilions</u> Exploring pavilion structures, children learn about what they are used for and investigate how to create strong and stable structures before designing and creating their own pavilions, complete with cladding.</p>
Spring Term	<p><u>Digital world: Wearable technology</u> Design, code and promote 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</p>	<p><u>Drawing: Power prints</u> Using everyday electrical items as a starting point, pupils develop an awareness of composition in drawing and combine media for effect when developing a drawing into a print.</p>
	<p><u>Craft and design: Ancient Egyptian scrolls</u> Learning about the way colour, scale and pattern influenced ancient Egyptian art, children explore the technique of papermaking to create a papyrus-style scroll. Ideas are extended to create a modern response by designing a ‘zine’.</p>	<p><u>Mechanical systems: Making a slingshot car</u> Transforming lollipop sticks, wheels, dowels and straws into a moving car. Using a glue gun to, making a launch mechanism, designing and making the body of the vehicle using nets and assembling these to the chassis.</p>
Summer Term	<p><u>Structures: Constructing a castle</u> Learning about the features of a castle, children design and make one of their own. Using configurations of handmade nets and recycled materials to make towers and turrets and constructing a base to secure them.</p>	<p><u>Painting and mixed media: Light and dark</u> Developing colour mixing skills, using shades and tints to show form and create three dimensions when painting. Pupils learn about composition and plan their own still life to paint, applying chosen techniques.</p>
	<p><u>Sculpture and 3D: Abstract shape and space</u> 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.</p>	<p><u>Electrical systems: Torches</u> Applying their scientific understanding of electrical circuits, children create a torch, designing and evaluating their product against set design criteria.</p>

Artists Studied – LKS1

Year 3
Ruth Asawa
Anthony Caro
Samantha Stephenson
Max Ernst
Carl Linnaeus
Georgia O’Keeffe
Maud Purdy

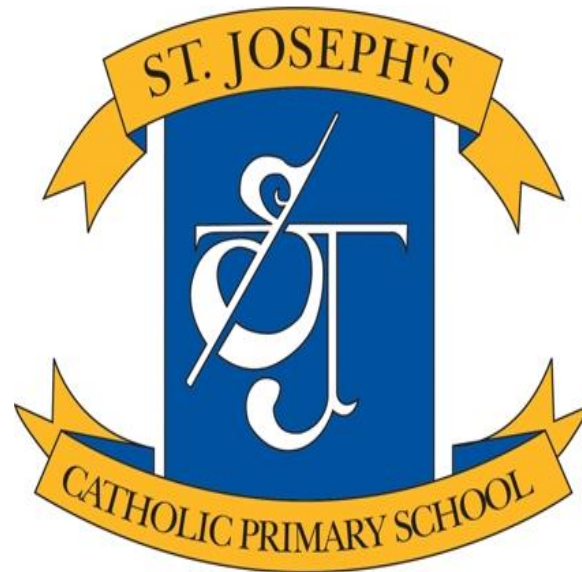
Year 4
Ruth Daniels
Senanayake
Megan Carter
William Morris
Fernando Botero
Alberto Giacometti
Henri Matisse
Henry Moore
Ed Ruscha
Georges Seurat
Audrey Flack
Clara Peeters

3D Units	Craft Units
Drawing Units	Painting Units

Artists in bold are significantly covered

UKS2 –

Design Technology and Art Overview



	Year 5	Year 6
Autumn Term	<u>Painting and mixed media: Portraits</u> 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.	<u>Digital art: Emotion in art</u> Investigating how emotion is conveyed through artwork. Children explore photography and colour, considering what the subject invokes. They use digital art software to create a final piece that captures an emotion.
	<u>Structures: Anderson Shelters</u> Exploring Anderson shelters, children learn about what they were used for and investigate how to create strong and stable structures, before designing and creating their model Anderson shelters.	<u>Electrical systems: Doodlers</u> Explore series circuits further and introduce motors. Explore how the design cycle can be approached at a different starting point, by investigating an existing product, which uses a motor, to encourage pupils to problem-solve and work out how the product has been constructed, ready to develop their own.
Spring Term	<u>Drawing: I need space</u> Developing ideas more independently, pupils consider the purpose of drawings as they investigate how imagery was used in the 'Space race' that began in the 1950s. They combine collage and printmaking to create a piece in their own style.	<u>Product design:</u> Children explore and research chocolate bar packaging, considering colour palettes and logo design. They design a new fair trade chocolate bar and create packaging that reflects their product.
	<u>Mechanical systems: Making a pop-up book</u> Creating a four-page pop-up storybook design incorporating a range of mechanisms and decorative features, including: structures, levers, sliders, layers and spacers.	<u>Drawing: Make my voice heard</u> On a journey from the Ancient Maya to modern-day street art, children explore how artists convey a message. They begin to understand how artists use imagery and symbols as well as drawing techniques like expressive mark making, tone and the dramatic light and dark effect called 'chiaroscuro'.
Summer Term	<u>Sculpture and 3D: Interactive installation</u> Using inspiration of historical monuments and modern installations, children plan by researching and drawing, a sculpture to fit a design brief. They investigate scale, the display environment and possibilities for viewer interaction with their piece.	<u>Digital world: Navigating the world</u> Programming a navigation tool to produce a multifunctional device for trekkers. Combining 3D objects to form a complete product in CAD 3D modelling software and presenting a pitch to 'sell' their product.
	<u>Cooking and nutrition: Developing a recipe</u> Research and modify a traditional Bolognese sauce recipe to improve the nutritional value. Cook improved version and create packaging that fits design criteria. Learn about where beef comes from.	<u>Sculpture and 3D: Making memories</u> Creating a personal memory box using a collection of found objects and hand-sculptured forms, reflecting primary school life with symbolic and personal meaning.

Artists Studied – UKS1

Year 5
Cai Guo-Qiang
Teis Albers
Karen Rose
Chila Kumari Singh Burman
Njideka Akunyili Crosby
Vincent van Gogh
Frida Kahlo
Maggie Scott

Year 6
Judith Scott
Yinka Shinobare
Nicola Anthony
Louise Nevelson
Joseph Cornell
Dan Fenelon
Diego Rivera
Leonardo Da Vinci

3D Units	Craft Units
Drawing Units	Painting Units

Artists in bold are significantly covered