Art and DT Curriculum Overview

Term	Reception	Year 1	Year 2	Year 3	Year 4	Year 5	Year 6
Autumn 1 7 weeks	Drawing: Marvellous marks Enquiry question: What tools can be used when drawing a self-portrait? Artist: Vincent Van Gogh Textiles: Puppets Scenario: We want to act out the story of 'The Gingerbread Man. You have been asked to sew a puppet. Enquiry question: How can a puppet be made?	Drawing make your mark *Bridget Riley and Zaria Forman*	Drawing: Understanding tone and texture Exploring how artists use tone and texture, and applying these techniques in observational drawings.	Drawing: Developing drawing skills Developing shading skills and drawing techniques to create botanical-inspired digital drawings.	Drawing Exploring tone, texture and proportion Exploring tone, texture and proportion to create realistic and expressive drawings, inspired by artists Sarah Graham, Nicola McBride and Beatriz Milhazes.	Drawing Depth, emotion and movement. Investigating how drawing can express emotion, movement and depth, inspires by the work of Charlie Mackesy and Elizabeth Catlett.	Drawing Make my voice heard Exploring how drawing can be used to express ideas and messages, inspired by a range of street art examples and environmental themes.
Autumn 2 8 weeks		Structures: Stable Structures Investigating stable structures and using an understanding of balance to discover how wide or heavy bases improve stability in freestanding structures.	Mechanism Levers Investigating different types of levers and how they work in everyday mechanisms.	Structures Product Packaging Exploring how 3D shell structures are created from nets, investigating their use in packaging and applying this understanding to create original designs.	Mechanical Systems Poster Exploring mechanical systems by building and testing prototypes to identify design features.	Electrical Systems Wobble Bots Building on existing knowledge of circuits by introducing motors and exploring how they create movement in products.	Cooking and Nutrition Come Dine with me Developing food preparation and evaluation skills by researching and preparing a three-course meal.
Spring 1 6 weeks	Sculpture & 3D: Creation station Enquiry question: How is a clay sculpture made? Artist: Julie Wilson Structures: Junk modelling houses Scenario: We have been learning all about the 3 pigs' houses. Can	Textiles: Simple stitches Examining fabrics, practicing basic sewing techniques and identifying how different materials are made from threads.	Painting and Mixed Media Colour Mixing Exploring primary and secondary colours, colour mixing techniques and applying these skills in a two-stage painting inspired by artists.	Craft and Design Scrolls Understanding and applying the styles, patterns and techniques of art through lessons that include designing scrolls, making paper, and creating contemporary responses using zines.	Painting and mixed media Light and Dark Investigating the use of tone in art through studying how artists use highlight, midtones and shadows to create the illusion of form.	Painting and Mixed Media Expressive Portraits Exploring how artists use self-portraits to communicate identity, experimenting with words, symbolism, expressive painting and monoprinting before combing techniques in a final	Craft and Design Photo Opportunity Developing photography skills and techniques to design a range of creative photographic outcomes.

	you build a model of your home? Enquiry question: How can models be made from junk?					mixed-media self-portrait.	
Spring 2 7 weeks		Sculpture and 3D: Paper Play Making paper-based 3D art forms using techniques such as rolling, folding and scrunching paper.	Cooking and Nutrition: Balanced Diet Discovering the importance of a balanced diet and creating a tasty, balanced wrap to meet a design brief.	Digital World Wearable Technology Developing an understanding of programmable products by designing, coding and promoting wearable technology for use in low-light conditions.	Cooking and Nutrition Adapting a recipe Learning a basic biscuit recipe and adapting it for a new audience while considering the cost of ingredients and other expenses against a set budget.	Mechanical Systems Gears and Pulleys Investigating the history, mechanics and uses of gears and pulleys.	Digital World Navigating the world Designing a product and programming it to function as a compass and pedometer.
Summer 1 4 weeks	Painting & mixed media: Paint my world Enquiry question: How can paint and mixed media be used to create artwork? Cooking & nutrition - Seasonal project: Rainbow salad Scenario: The school kitchen need some ideas for a new healthy lunch. You have been asked to design and make a healthy salad. Enquiry question: Why is it important to eat healthy foods?	Mechanisms: Wheels and Axis Developing an understanding of how wheels, axles and axle holders work while practicing cutting straight and curved shapes with scissors.	Sculpture and 3D: Clay Houses Developing their ability to work with clay, pupils learn how to create simple thumb pots and explore the work of sculpture Rachel Whiteread.	Structure and 3D Abstract shape and space Transforming 2D card shapes into 3D structures and sculptures; exploring abstract shapes and space, developing skills in constructing 3D objects, and understanding the difference between 2D and 3D art.	Craft and Design Fabric of Nature Using the flora and fauna rainforests as a starting point, children develop drawings through experimentation and textile-based techniques to design a repeating pattern suitable for fabric.	Sculpture and 3D Interactive Installation Exploring how artists use space, scale and materials to create installation art that conveys ideas, transforms spaces and shapes the viewer's experience.	Sculpture and 3D Making memories Creating a personal memory box using a collection of found objects and hand-sculpture forms, reflecting primary school life and symbolic and personal meaning.
Summer 2 7 weeks		Painting and Mixed Media: Learning about brush control Exploring paint, brushstrokes and keeping colours bring and clean, inspired by the work of Alma Thomas.	Structures: A chair for a bear Investigating strong shapes and the properties of stiff and flexible materials by designing a chair inspired by the story 'There's a Bear on My Chair.	Ingredients Eating Seasonally Investigating seasonal food in the UK and applying pupils' understanding to create a seasonal food tart.	Electrical Systems Exploring electrical products Investigating electrical components and circuits and how they are used in everyday products to improve safety and convenience.	Structures Bridges	Textiles Bags Designing pattern pieces, making a bag for a specific user and thinking about aesthetics and functionality.