

Combined Art and Design and Design Technology Curriculum Overview (Years 1-6)

2022-2023

	Autumn - Terms 1 & 2		Spring - Terms 3 & 4		Summer - Terms 5 & 6	
Year 1	DT- Textiles Puppets	Art - Formal elements of Art	DT- Structures Constructing windmills	Art- Sculpture and 3D Paper play	DT- Food Fruit and vegetables	Art- Drawing Make your mark
	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, glueing, stapling and pinning.	Exploring three of the formal elements of art: shape, line and colour, children mix and paint with secondary colours; use circles to create abstract compositions and work collaboratively to create art inspired by water.	Designing, decorating and building a windmill for their mouse client to live in, developing an understanding of different types of windmills, how they work and their key features.	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.	Handling and exploring fruits and vegetables and learning how to identify which category they fall into, before undertaking taste testing to establish their chosen ingredients for the smoothie they will make a design packaging for.	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.

Year 2	Art - Formal elements of Art	DT- Structures Baby Bear's Chair	Art - Painting and mixed media Colour Splash	DT- Mechanisms Fairground wheel	Art- Sculpture and 3D Clay houses	DT- Mechanisms Making a moving monster
	Exploring the formal elements of art: pattern, texture and tone; children create printed patterns using everyday objects; take rubbings using different media and learn how to make their drawings three dimensional.	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.	Exploring colour mixing through paint play, using a range of tools to paint on different surfaces and creating paintings inspired by Clarice Cliff and Jasper Johns.	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	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.	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.
Year 3	DT- Structures Constructing a castle	Art- Drawing Prehistoric Art	DT- Textiles Cross-stitch and applique *See Kapow Unit	Art- Craft and design Ancient Egyptian scrolls	DT-cooking and nutrition Eating seasonally	Art- Sculpture and 3D Abstract shape and space
	Identify and learn about the key features of a castle, before designing and making a recycled-material castle (structure).	Experimenting with charcoal, berries, leaves, homemade paints and more, children get a sense of what it was like to create art thousands of years	Learning and applying two new sewing techniques – cross-stitch and appliqué. Utilising these new skills to design and make a cushion to	Learning about the way colour, scale and pattern influenced ancient Egyptian art, children explore the technique of papermaking to	Pupils discover when and where fruits and vegetables are grown and learn about seasonality in the UK. They look at the relationship between the colour	Exploring how shapes and negative spaces can be represented by three dimensional forms. Manipulating a range of materials,

		ago and why these pieces were created.	showcase these skills.	create a papyrus-style scroll. Ideas are extended to create a modern response by designing a 'zine'.	of fruits and vegetables and their health benefits by making three dishes.	children learn ways to join and create free standing structures inspired by the work of Anthony Caro and Ruth Asawa.
Year 4	Art- Drawing Power prints	DT- Food- Adapting a recipe	Art- Painting and mixed media Light and dark	DT- Mechanical systems Making a slingshot car	Art- Craft and design Fabric of nature	DT- Electrical systems Torches
	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.	Work in groups to adapt an existing biscuit recipe, whilst taking into account the cost of the ingredients and other expenses against a set budget.	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	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.	Developing skills in textile techniques, pupils explore the beauty of the natural world to create stunning visual art inspired by the striking colours, pattern and textures of bird and insect life.	Applying their scientific understanding of electrical circuits, children create a torch, designing and evaluating their product against set design criteria.
Year 5	DT- Food What could be healthier?	DT- Mechanical systems Making a pop-up book	Art- Drawing I need space	Art- Sculpture and 3D Interactive installation	DT- Electrical systems Doodlers	Art- Painting and mixed media Portraits

	Researching and modifying a traditional bolognese sauce recipe to make it healthier. Children cook their healthier versions, making appropriate packaging and learn about farming cattle.	Creating a four-page pop-up storybook design incorporating a range of mechanisms and decorative features, including: structures, levers, sliders, layers and spacers.	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.	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.	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.	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.
Year 6	Art- Still Life	*DT- Mechanisms Automata Toys *See Kapow Unit	Art - Drawing Make my voice heard	DT- Structure Playgrounds	Art- Craft and design Photo opportunity	DT- Textiles Waistcoats
	Creating a variety of pieces influenced by different artists and	Developing a functional automata window display, to meet	Analysing world by artists Picasso and Kollwitz, and through the	Designing and creating a model of a new playground featuring five	Exploring photography as a medium for expressing ideas,	Selecting suitable fabrics, using templates, pinning, decorating and

	using a range of mediums. Using charcoal, erasers and paint to depict a chosen composition of special objects before constructing a memory box to showcase their work	the requirements in a design brief. Exploring and creating cam, follower and axle mechanisms to mimic different movements.	mediums of graffiti, drawing, painting and sculpture, creating artworks that speak to the viewer.	apparatus, made from three different structures. Creating a footprint as the base, pupils visualise objects in plan view and get creative with their use of natural features.	pupils investigate scale and composition, colour and techniques for adapting finished images. They use digital media to design and create photographic imagery for a specific design brief.	stitching to create a waistcoat for a person or purpose of their choice.
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