Curriculum overview for parents and carers

Art and design
&
Design and technology

Summary of key learning for Reception to Year 6.

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	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.

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	Year 1
Autumn term	**DT** **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: Make your mark** Developing observational drawing skills when exploring mark-making. Children use a range of tools, investigating how texture can be created in drawings. They then apply these skills to a collaborative piece using music as a stimulus. Artist inspiration: Bridget Riley and Zaria Forman.
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 **Painting and mixed media: Colour splash** Exploring colour mixing through paint play, children use a range of tools and work on different surfaces. They create paintings inspired by the artists Clarice Cliff and Jasper Johns.

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	Year 2
Autumn term	**Art** **Craft and design: Map it out** Responding to a design brief, children create a piece of art that represents their local area using a map as their stimulus. Their ideas are developed through the creative techniques of stained glass style, basic printing, and either felt making or creating art in relief.
	DT **Structures: Baby bear's chair** Using the tale of Goldilocks and the Three Bears as inspiration, pupils help Baby Bear by making him a brand new chair, exploring different shapes and materials. When designing the chair, they consider his needs and what he likes.
Spring term	**Art** **Painting and mixed media: Life in colour** 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 make their own painted paper in the style of Bearden and then use it in the creation of a collage.
	DT **Mechanisms: Fairground wheel** Designing and creating a functional fairground wheel, children consider how the different components fit together so that the wheel rotates and the structure stands freely. They select appropriate material properties and develop their cutting and joining skills. Research existing structures and survey to further inform the design.
Summer term	**Art** **Sculpture and 3D: Clay houses** Developing their ability to work with clay, children learn how to create simple thumb pots. They explore the work of sculptor Rachel Whiteread and apply her ideas using techniques such as cutting, shaping, joining and impressing into clay.
	DT **Mechanisms: Making a moving monster** Learning the terms: pivot, lever and linkage, pupils then design a monster that will move using a linkage mechanism. Pupils practise making linkages and experiment with various materials to bring their monsters to life.

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	Year 3
Autumn 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: Growing artists** Taking inspiration from botanical drawings and scientific plant studies by Charles Darwin and Carl Linnaeus, children then explore the techniques of artist Georgia O'Keefe to draw natural forms. They begin to develop an appreciation of the differences in drawing medium, scale and tonal shading.
Spring 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 **Craft and design: Ancient Egyptian scrolls** Learning about the way colour, scale and pattern influenced ancient Egyptian art, children explore the technique of papermaking to create a papyrus-style scroll. Children may also extend their learning to create a modern response by designing a 'zine' (a mini-book made from folding a single piece of paper).
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 **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.

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	Year 4
Autumn term	**Art** **Drawing: Power prints** Developing an awareness of composition, pupils experiment with different media and printmaking to learn how to enhance and develop drawings, using electrical items as a stimulus.
	DT **Structures: Pavilions** Exploring pavilion structures, learning what they are used for and investigating how to create strong and stable structures before designing and creating their own pavilions, complete with cladding.
Spring term	**Art** **Painting and mixed media: Light and dark** Developing colour-mixing skills, using shades and tints to show form and create three dimensions when painting. Children learn about composition and plan their own still life to paint, applying their chosen techniques.
	DT **Mechanical systems: Making a slingshot car** Using lollipop sticks, wheels, dowels and straws to create a moving car. Pupils build a car chassis and design the body of the car, giving consideration to how the shape will affect the car's air resistance. They then construct and test their cars.
Summer term	**Art** **Craft and design: Fabric of nature** 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.
	DT **Electrical systems: Torches** Using the 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.

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	Year 5
Autumn term	**DT** **Electrical systems: Doodlers** Further exploring series circuits and 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 **Sculpture and 3D: Interactive installation** Using inspiration of historical monuments and modern installations, pupils plan, research and draw a sculpture to satisfy a design brief. They investigate scale, the display environment and possibilities for viewer interaction.
Spring term	**DT** **Mechanical systems option 1: 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 option 2: 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 **Drawing: I need space** Developing ideas more independently, pupils consider the purpose of drawings as they investigate and evaluate how imagery was used in the 'Space race' that began in the 1950s. They combine collage and printmaking to work independently to generate, test, and refine ideas in their sketchbooks, leading to a final piece.
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 **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.

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	Year 6
Autumn term	**Art** **Craft and design: Photo opportunity** Exploring photography as a medium for expressing ideas, 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.
	DT **Textiles: Waistcoats** Selecting fabrics, using templates, pinning, decorating and stitching materials together to create a waistcoat.
Spring term	**Art** **Drawing: Make my voice heard** 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'.
	DT **Structures: Playgrounds** Designing and creating a model for a new playground featuring five apparatus, made from three different structures. Using a footprint as the base, practising visualising objects in plan view and including natural features within their designs.
Summer term	**Art** **Sculpture and 3D: Making memories** Creating a personal memory box using a collection of found objects and hand-sculptured forms, reflecting primary school life with symbolic and personal meaning.
	DT **Digital world: Navigating the world** Programming a navigation tool to produce a multifunctional device for trekkers. Combining 3D virtual objects to form a complete product concept in 3D computer-aided design modelling software.

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