



Curriculum overview for parents and carers

Art and design
&
Design and technology

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

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

EYFS: Reception	
Autumn term	<p>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.</p>
	<p>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.</p>
Spring term	<p>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.</p>
	<p>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.</p>
Summer term	<p>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.</p>
	<p>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.</p>

Art and design & Design and technology curriculum overview (KS1)

Year 1/2	
Autumn term	<p>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.</p>
	<p>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.</p>
Spring term	<p>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.</p>
	<p>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.</p>
Summer term	<p>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.</p>
	<p>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.</p>

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

Year 3/4	
Autumn term	<p>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.</p>
	<p>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.</p>
Spring term	<p>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.</p>
	<p>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).</p>
Summer term	<p>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.</p>
	<p>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.</p>

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

Year 5/6	
Autumn term	<p>DT Textiles: Waistcoats Selecting fabrics, using templates, pinning, decorating and stitching materials together to create a waistcoat.</p>
	<p>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.</p>
Spring term	<p>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.</p>
	<p>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.</p>
Summer term	<p>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.</p>
	<p>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.</p>

