



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: 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.</p>
	<p>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.</p>
Spring term	<p>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.</p>
	<p>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.</p>
Summer term	<p>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.</p>
	<p>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.</p>

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

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

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

Year 5/6	
Autumn term	<p>DT Electrical systems: Doodlers Further exploring series circuits 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.</p>
	<p>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.</p>
Spring term	<p>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</p>
	<p>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.</p>
Summer term	<p>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.</p>
	<p>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'.</p>