



Art & Design

Design and technology - Long-term plans

Article 31 (leisure, play and culture)

		Year 1	
		Art & Design	Design and technology
Autumn 1	<p>Drawing & Sketchbooks <u>Spirals</u></p> <p>Using drawing, collage and mark-making to explore spirals. Introducing sketchbooks.</p>	Autumn 2	<p>Constructing Windmills (3 lessons)</p> <p>Inspired by the song, 'Mouse in a windmill', pupils will design and construct a windmill for a client (mouse) to live in. Pupils will explore various types of windmill, how they work and their key features.</p>
			<p>Mechanisms: Moving story book (3 lessons)</p> <p>Pupils will explore slider mechanisms and the movement they output, to design, make and evaluate a moving storybook from a range of templates.</p>
Spring 1	<p>Surface and colour <u>Simple Printmaking</u></p> <p>Explore simple ways to make a print. Use line, shape, colour and texture to explore pattern, sequencing and symmetry.</p> <p>OR...</p>	Spring 2	<p>Mechanisms: Wheels and axles (4 lessons)</p> <p>Pupils will learn about the key parts of a wheeled vehicle, to develop an understanding of how wheels, axles and axle holders work. Pupils will design and make a moving vehicle.</p>



Design and technology - Long-term plans

	<p style="text-align: center;"><u>Exploring Watercolour</u></p> <p>Exploring watercolour and discovering we can use accidental marks to help us make art.</p> <p style="text-align: center;">OR...</p> <p style="text-align: center;"><u>Inspired by Flora & Fauna</u></p> <p>Explore how artists make art inspired by flora and fauna. Make collages of MiniBeasts and display as a shared artwork.</p>		
Summer 1	<p style="text-align: center;">Working in 3 Dimensions <u>Playful Making</u></p> <p>Exploring materials and intention through a playful approach</p> <p style="text-align: center;">OR...</p> <p style="text-align: center;"><u>Making Birds</u></p> <p>Sculptural project beginning with making drawings from observation, exploring media, and transforming the drawings from 2d to 3d to make a bird.</p>	Summer 2	<p style="text-align: center;">Textiles: Puppets (4 lessons)</p> <p>Pupils will explore methods of joining fabric. Pupils will design and make a character-based hand puppet using a preferred joining technique, before decorating.</p> <hr/> <p style="text-align: center;">Cooking and Nutrition: Smoothies (4 lessons)</p> <p>Pupils will have opportunities to learn food preparation skills including an emphasis on taste testing and ingredient choices.</p>

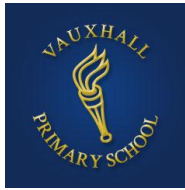


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Design and technology - Long-term plans

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		Year 2	
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Autumn 1	<p>Drawing & Sketchbooks <u>Explore & Draw</u></p> <p>Introducing the idea that artists can be collectors & explorers as they develop drawing and composition skills.</p>	Autumn 2	<p>Mechanisms: Fairground wheel (4 lessons)</p> <p>Pupils will design and create a functional Ferris wheel, and learn how different components fit together so that the wheel rotates and the structure stands freely.</p>
			<p>Structures: Baby bear's chair (3 lessons)</p> <p>Pupils will explore stability and methods to strengthen structures, to understand Baby Bear's chair weaknesses and develop an improved solution for him to use.</p>
Spring 1	<p>Surface and colour <u>Exploring the World Through Mono Print</u></p> <p>Using a simple mono print technique to develop drawing skills, encourage experimentation and ownership.</p> <p>OR...</p>	Spring 2	<p>Cooking and Nutrition: Balanced diet (4 lessons)</p> <p>Pupils will have opportunities to learn about the importance of a balanced diet and use that knowledge to create a tasty wrap.</p>



Design and technology - Long-term plans

	<p style="text-align: center;"><u>Expressive Painting</u></p> <p>Explore how painters sometimes use paint in an expressive and gestural way. Explore colour mixing and experimental mark making to create abstract still lifes.</p>		
Summer 1	<p style="text-align: center;">Working in 3 Dimensions <u>Be An Architect</u></p> <p>Exploring architecture and creating architectural models.</p> <p style="text-align: center;">OR...</p> <p style="text-align: center;"><u>Stick Transformation Project</u></p> <p>Explore how you can transform a familiar object into new and fun forms.</p> <p style="text-align: center;">OR...</p> <p style="text-align: center;"><u>Music & Art</u></p> <p>Explore how we can make art inspired by the sounds we hear.</p>	Summer 2	<p style="text-align: center;">Textiles: Pouches (3 lessons)</p> <p>Pupils will learn how to sew a running stitch ready to design, make and decorate a pouch using a template.</p>
			<p style="text-align: center;">Mechanisms: Moving monster (4 lessons)</p> <p>Pupils will explore levers, linkages and pivots through existing products and experimentation, and use this research to construct and assemble a moving monster.</p>



Art & Design

Design and technology - Long-term plans

Article 31 (leisure, play and culture)

		Year 3	
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Autumn 1	<p>Drawing & Sketchbooks <u>Gestural Drawing with Charcoal</u></p> <p>Making loose, gestural drawings with charcoal, and exploring drama and performance.</p>	Autumn 2	<p>Textiles: Cross stitch and applique (4 lessons) (Cushions or Egyptian collars)</p> <p>Pupils will learn and apply two new sewing techniques – cross-stitch and appliqué. Pupils will utilise these new skills to design and make a cushion or Egyptian collar.</p>
			<p>Structures: Constructing a castle (3 lessons)</p> <p>Pupils will identify and learn about the key features of a castle, before designing and making a recycled-material castle (structure).</p>
Spring 1	<p>Surface and colour <u>Working with Shape and Colour</u></p> <p>“Painting with Scissors”: Collage and stencil in response to looking at artwork.</p> <p>OR...</p> <p><u>Cloth, Thread, Paint</u></p>	Spring 2	<p>Cooking and nutrition: Eating seasonally (4 lessons)</p> <p>Pupils will have opportunities to learn about seasonal foods and create a seasonal food tart.</p>



Design and technology - Long-term plans

	Explore how artists combine media to create work in response to landscape. Use acrylic and thread to make a painted and stitched piece.		
Summer 1	<p>Working in 3 Dimensions <u>Telling Stories Through Drawing & Making</u></p> <p>Explore how artists are inspired by other art forms – in this case how we make sculpture inspired by literature and film.</p> <p>OR...</p> <p><u>Making Animated Drawings</u></p> <p>Explore how to create simple moving drawings by making paper “puppets” and animate them using tablets.</p>	Summer 2	<p>Digital World: Wearable technology (3 lessons)</p> <p>Pupils will identify and learn about the key features of a castle, before designing and making a recycled-material castle (structure).</p>
			<p>Mechanical system: Pneumatic toys (3 lessons)</p> <p>Pupils will explore pneumatic systems, then apply this understanding to design and make a pneumatic toy including thumbnail sketches and exploded diagrams.</p>



Art & Design

Design and technology - Long-term plans

Article 31 (leisure, play and culture)

		Year 4	
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Autumn 1	<p>Drawing & Sketchbooks Storytelling Through Drawing</p> <p>Explore how artists create sequenced drawings to share and tell stories. Create accordion books or comic strips to retell poetry or prose through drawing.</p>	Autumn 2	<p>Mechanical systems: Making a slingshot car (4 lessons)</p> <p>Using a range of materials, pupils will design and make a car with a working slingshot mechanism and house the mechanism using a range of nets.</p>
			<p>Textiles: Fastenings (3 lessons)</p> <p>Pupils will analyse and evaluate a range of existing fastenings, then devise a list of design criteria to design, generate templates and make a fabric book sleeve.</p>
Spring 1	<p>Surface and colour Exploring Pattern</p> <p>Exploring how we can use colour, line and shape to create patterns, including repeating patterns.</p> <p>OR...</p>	Spring 2	<p>Structures: Pavilions (4 lessons)</p> <p>Pupils will investigate and model frame structures to improve their stability, then apply this research to design and create a stable, decorated pavilion.</p>



Design and technology - Long-term plans

	<p><u>Exploring Still Life</u></p> <p>Explore artists working with the genre of still life, contemporary and more traditional. Create your own still life inspired art work.</p>		
Summer 1	Working in 3 Dimensions	Summer 2	<p>Cooking and nutrition: Adapting a recipe (4 lessons)</p> <p>Pupils will have opportunities for children to learn a basic biscuits recipe and adapt it to suit a target audience.</p>
			<p>Electrical systems: Torches (3 lessons)</p> <p>Pupils will Identify the difference between electrical and electronic products. Pupils will evaluate a range of existing torches and their features, then develop a new functional torch design.</p>



Art & Design

Design and technology - Long-term plans

Article 31 (leisure, play and culture)

Year 5			
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Autumn 1	Drawing & Sketchbooks <u>Typography & Maps</u> Exploring how we can create typography through drawing and design, and use our skills to create personal and highly visual maps.	Autumn 2	Electrical systems: Doodlers (3 lessons) Pupils will explore series circuits and motors and how the design cycle can be approached at a different starting point, by investigating an existing product, which uses a motor, to encourage problem-solving and work out how the product has been constructed, ready to develop their own.
			Mechanicals systems: Making a pop-up book (3 lessons) Pupils will create a functional four-page pop-up storybook design, using lever, sliders, layers and spacers to create paper-based mechanisms.
Spring 1	Surface and colour <u>Making Monotypes</u> Combine the monotype process with painting and collage to make visual poetry zines. OR...	Spring 2	Cooking and nutrition: Developing a recipe (6 lessons) Pupils will have opportunities to learn a simple bolognese recipe and adapt it to improve nutritional content.



Design and technology - Long-term plans

	<p><u>Mixed Media Land & City Scapes</u> Explore how artists use a variety of media to capture the spirit of the place.</p>		
Summer 1	<p>Working in 3 Dimensions <u>Set Design</u></p> <p>Explore creating a model set for theatre or animation inspired by poetry, prose, film or music.</p> <p>OR...</p> <p><u>Architecture: Dream Big or Small?</u></p> <p>Explore the responsibilities architects have to design us a better world. Make your own architectural model.</p>	Summer 2	<p>Digital World: Monitoring devices (4 lessons)</p> <p>Pupils will apply Computing knowledge and understanding to program a Micro: bit animal monitoring device. They will learn how to navigate the Tinkercad interface and essential tools to combine multiple objects.</p>
			<p>Structures: Bridges (4 lessons)</p> <p>Pupils will test and analyse various types of bridge to determine their strength and stability. Pupils will explore material properties and sources, before marking, sawing and assembling a wooden truss bridge.</p>



Art & Design

Design and technology - Long-term plans

Article 31 (leisure, play and culture)

Year 6			
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Autumn 1	<p>Drawing & Sketchbooks 2D Drawing to 3D Making</p> <p>Explore how 2D drawings can be transformed to 3D objects. Work towards a sculptural outcome or a graphic design outcome.</p>	Autumn 2	<p>Structure: Playgrounds (3 lessons)</p> <p>Pupils will research existing playground equipment and their different forms, before designing and developing a range of apparatus to meet a list of specified design criteria.</p>
			<p>Mechanical systems: Automata toys (4 lessons)</p> <p>Pupils will develop a functional automata window display, to meet the requirements in a design brief. Pupils will explore and create cam, follower and axle mechanisms to mimic different movements.</p>
Spring 1	<p>Surface and colour Activism</p> <p>Explore how artists use their skills to speak on behalf of communities. Make art about things you care about.</p> <p>OR... Exploring Identity</p>	Spring 2	<p>Digital world: Navigating the world (5 lessons)</p> <p>Pupils will design and program a navigation tool to produce a multifunctional device for trekkers using CAD 3D modelling software. Pupils will pitch and explain the product to a guest panel.</p>



Design and technology - Long-term plans

	Discover how artists use layers and juxtaposition to create artwork which explores identity. Make your own layered portrait.		
Summer 1	<p>Working in 3 Dimensions <u>Brave Colour</u></p> <p>Exploring how artists use light, form and colour to create immersive environments.</p> <p>OR...</p> <p><u>Take a Seat</u></p> <p>Explore how craftspeople and designers bring personality to their work.</p> <p>OR...</p> <p><u>Shadow Puppets</u></p> <p>Explore how traditional and contemporary artists use cutouts and shadow puppets.</p>	Summer 2	<p>Electrical Systems: Steady hand game (3 lessons)</p> <p>Pupils will understand what is meant by fit for purpose design and form follows function. Pupils will design and develop a steady hand game using a series circuit, including housing and backboard.</p>
	<p>Cooking and nutrition: Come dine with me (4 lessons)</p> <p>Pupils will develop a three-course menu focused on three key ingredients. Pupils will explore each key ingredient's farm to fork process.</p>		