

St Mary's Art & Design and Design & Technology Curriculum Overview

	Autumn		Spring		Summer	
Y1	Art and design	Design and technology	Art and design	Design and technology	Art and design	Design and technology
	Drawing: Make your mark Learning two different printing techniques, using 2d shapes to explore a variety of media, mixing different shades of one colour and discussing the work of the artist Louis Wain.	Mechanisms: Making a moving story book Explore slider mechanisms and the movement they output, to design, make and evaluate a moving storybook from a range of templates.	Painting and mixed media: Colour splash Exploring the 3 formal elements of art: shape, line and colour, children will mix and paint with secondary colours. Use circles to create abstract compositions and work collaboratively to create art inspired by water.	Structures: Constructing a windmill Inspired by the song, 'Mouse in a windmill', design and construct a windmill for a client (mouse) to live in. Explore various types of windmill, how they work and their key features.	Sculpture and 3D: Paper play 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 sculptures.	Textiles: Puppets Exploring different ways of joining fabrics before creating their own hand puppets based upon characters from a well-known fairy tale. Children work to develop their technical skills of cutting, gluing, stapling and pinning.
Y2	Art and design	Design and technology	Art and design	Design and technology	Art and design	Design and technology
	Drawing: Tell a story Using storybook illustration as a stimulus, children develop their mark-making to explore a wider range of tools and experiment with creating texture to add detail to drawings.	Mechanisms: Fairground wheel Design and create a functional Ferris wheel, learn how different components fit together so that the wheel rotates and the structure stands freely.	Painting and mixed media: Life in colour Developing colour mixing skills, learning about the work of artist Romare Bearden and creating textured papers using paint, children compose collages inspired by their exploration of colour and texture in the world around them.	Textiles: Pouches Learn how to sew a running stitch ready to design, make and decorate a pouch using a template.	Sculpture and 3D: Clay houses Exploring the way clay can be shaped and joined, children learn a range of essential skills for working with this medium. Learn about the sculpture of Rachel Whiteread and create their own clay house tile in response.	Cooking and nutrition: A balanced diet Learn about the food groups (carbohydrates, proteins, fruits and vegetables, dairy, oils and spreads) to understand a balanced diet to develop a healthy wrap.
Y3	Art and design	Design and technology	Art and design	Design and technology	Art and design	Design and technology
	Drawing: Growing artists Developing an understanding of shading and drawing techniques to create botanical inspired drawings.	Textiles: Cross-stitch and appliqué Learn and apply two new sewing techniques – cross-stitch and appliqué.	Painting and mixed media: Prehistoric painting Discovering how and why our ancient ancestors made art, experimenting with natural materials to	Electrical systems: Electric poster Children are introduced to various forms of 'Information design' and then develop an electric	Sculpture and 3D: Abstract shape and space Exploring how shapes and negative spaces can be represented by three dimensional forms.	Mechanical systems: Pneumatic toys Explore pneumatic systems, then apply this understanding to design and make a pneumatic toy including thumb nail

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	Comparing the work of Max Ernst and Georgia O'Keefe.	Utilise these new skills to design and make an Egyptian collar.	make homemade paints and playing with scale to paint on a range of surfaces.	museum display based on the Romans.	Manipulating a range of materials, children learn ways to join and create free-standing structures inspired by the work of Anthony Caro.	sketches and exploded diagrams.
Y4	Art and design	Design and technology	Art and design	Design and technology	Art and design	Design and technology
	Drawing: Power prints Using mechanical engravings as a starting point, children develop an awareness of proportion, composition and pattern in drawing and combine media for effect when developing a drawing into a print. Discussing the work of Henri Matisse and Fernando Botero.	Electrical systems: Torches Identify the difference between electrical and electronic products. Evaluate a range of existing torches and their features, then develop a new functional torch design.	Painting and mixed media: Light and dark Developing skills in colour mixing, focusing on using tints and shades to create a 3D effect. Experimenting with composition and applying painting techniques to a personal still life piece.	Cooking and nutrition: Adapting a recipe 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.	Sculpture and 3D: Mega materials Exploring how different materials can be shaped and joined and learning about techniques used by artists as diverse as Barbara Hepworth and Sokari Douglas-Camp, children create their own sculptures.	Textiles: Fastenings 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.
Y5	Art and design	Design and technology	Art and design	Design and technology	Art and design	Design and technology
	Drawing: I need space Exploring the purpose and impact of images from the 'Space race' era of the 1950s and 60s. Developing independence and decision-making using open-ended and experimental processes. Combining drawing and collagraph printmaking to create a futuristic image. Discussing the work of Teis Albew and Karen Rose.	Mechanical systems: Pop-up book Create a functional four-page pop-up storybook design, using lever, sliders, layers and spacers to create paper-based mechanisms.	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.	Digital world: Monitoring devices Apply computing knowledge and understanding to program a micro: bit animal monitoring device. Develop 3D CAD skills by learning how to navigate the Tinkercad interface and essential tools to combine multiple objects.	Textiles: Stuffed toys Design a stuffed toy and make decisions on materials, decorations and attachments (appendages), after learning how to sew a blanket stitch.	Sculpture and 3D: Interactive installation Learning about the features of installation art and how it can communicate a message. Exploring the work of Cai Guo-Qiang and discovering how our life experiences can inspire our art. Investigating how scale, location and interactive elements affect the way visitors experience installation art.

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Y6	<p>Drawing: Make my voice heard</p> <p>From the Ancient Maya to modern-day street art, children look at how artists convey a message.</p> <p>Exploring imagery, symbols, expressive mark making, and 'chiaroscuro' children consider audience and impact to create powerful drawings to make their voices heard.</p> <p>Discuss the work of Diego Rivea and Leonardo Da Vinci.</p>	<p>Mechanical systems: Automata toys</p> <p>Develop a functional automata window display, to meet the requirements in a design brief.</p> <p>Explore and create cam, follower and axle mechanisms to mimic different movements.</p>	<p>Painting and mixed media: Artist study</p> <p>Exploring a selection of paintings through art appreciation activities.</p> <p>Collecting ideas in sketchbooks and planning for a final piece after researching the life, techniques and artistic intentions of an artist that interests them.</p>	<p>Textiles: Waistcoats</p> <p>Using a combination of textiles skills such as attaching fastenings, appliqué and decorative stitches, children design, assemble and decorate a waistcoat for a chosen purpose.</p>	<p>Sculpture and 3D: Making memories</p> <p>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>	<p>Cooking and nutrition: Come dine with me</p> <p>Develop a three-course menu focused on three key ingredients, as part of a paired challenge to develop the best class recipes.</p> <p>Explore each key ingredient's farm to fork process.</p>