

Wraysbury Primary School Curriculum Overview: Art and Design and D.T

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Reception	Experimenting with the different resources available in Continuous Provision	Structures: How to join different media together	Woodwork: Introduction	Cooking linked to Traditional Tales	Structures: planning and designing	Textiles: Sewing
Y1	<p>Drawing: Make your mark</p> <p>Children will explore mark making and line; working and experimenting with different materials through observational and collaborative pieces.</p> <p>Food: Fruit and Vegetables</p> <p>Children will learn how to describe fruits and vegetables and explain how to identify fruits, name a range of places that fruits and vegetables grow and describe basic characteristics of fruit and vegetables. Children will</p>		<p>Painting: Colour splash</p> <p>Children will learn about primary and secondary colours, colour mixing techniques, and applying these skills in painting and printing. The lessons encourage exploration and confidence in colour use, culminating in creating a painted plate in the style of an artist.</p>	<p>Structures: Constructing windmills</p> <p>Children will learn how to follow a design criterion to make a stable structure and functioning sails/blades that attach to the supporting structure. They will learn the importance of cutting evenly and carefully and the process of evaluation.</p>	<p>Textiles: Puppets</p> <p>Children will learn how to join fabrics together using pins, staples or glue. They will design a puppet using a template and join their two puppets' faces together as one. Finally, they will decorate their puppet to match their design.</p>	<p>Sculpture and 3D: Paper play</p> <p>Children will create 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.</p>

	prepare fruits and vegetables to make a smoothie.					
Y2	<u>Mechanisms: Wheels and axels</u> Children will learn about key parts of a wheeled vehicle, to develop an understanding of how wheels, axels and axel holders work. They will design and make moving vehicle.	<u>Craft and design: Map it out</u> Children learn three techniques for working creatively with materials and at the end of the project, evaluate their design ideas.	<u>Mechanisms: Fairground wheel</u> Children will learn how to describe how axles help wheels move a vehicle and design and label a working fairground wheel. They will also describe the properties of different materials and select appropriate materials to build a stable structure with pods and a wheel that rotates.	<u>Painting and mixed media: Beside the seaside</u> Children will develop colour mixing skills, learn about the work of artist Romare Bearden and create textured papers using paint. Children will compose collages inspired by their exploration of colour and texture in the world around them.	<u>Sculpture and 3D: Clay houses</u> Children will explore the way clay can be shaped and joined and learn a range of essential skills such as "scratch and slip" for working with this medium. They will learn about the sculpture of Rachel White read and create their own clay house tile in response.	<u>Textiles: African Pouches</u> Learn how to sew a running stitch ready to design, make and decorate a pouch using a template
Y3	<u>Drawing: Growing artists</u> Children will learn how to use of shapes, shading, and texture in art to enhance their drawing skills. It emphasises developing a sense of light and dark, using frottage for texture, and	<u>Food: Eating Seasonally</u> Children will learn how to explain that fruits and vegetables grow in different countries based on their climates and understand that eating seasonal fruit and vegetables positively affects the environment.	<u>Digital world: Electronic charm</u> Children will learn how to cut, join, shape and decorate a foam pouch. They will also write a program that initiates a flashing LED panel on the Micro: bit when a button is pressed.	<u>Sculpture and 3D: Abstract shape and space.</u> Children will explore how shapes and negative spaces can be represented by three dimensional forms. They will manipulate a range of materials and learn ways to join and create	<u>Textiles: Cross-stitch and applique</u> Children will learn and apply two new sewing techniques; cross-stitch and applique . Children will utilise these new skills to design and make a Egyptian collar.	<u>Craft and design: Ancient Egyptian scrolls</u> Children will develop design and craft skills of designing scrolls, making paper, and creating contemporary responses using zines. Their work will take inspiration from

	experimenting with different tools to create expressive and abstract art.	They will design a recipe to make a tart using seasonal ingredients where they will develop their cutting and peeling skills.		free-standing structures inspired by the work of Anthony Caro.		Ancient Egyptian art and pattern and paper making.
Y4	<u>Sculpture and 3D: Mega materials</u> Children will explore how different materials can be shaped and joined and learning about techniques of shadow sculpture using block lettering used by artist Sokari Douglas-Camp to create their own sculptures.	<u>Structure: Pavilions</u> Children will learn how to design, construct and evaluate a free standing pavilion with cladding. Children will choose from a wide range of materials to create a structure that is aesthetically pleasing and one that can support weight.	<u>Painting and mixed media: Light and dark.</u> Children will develop skills in colour mixing, focusing on using tints and shades to create a 3D effect. They will be experimenting with composition and applying painting techniques to a personal still life piece.	<u>Mechanical systems: Making a slingshot car</u> Children will learn how to build a car chassis in a shape that reduces air resistance. They will need to measure, mark, cut and assemble with increasing accuracy the material chosen to design their car model.	<u>Craft and design: Fabric of nature.</u> Children will be using the flora and fauna of tropical rainforests as a starting point. They will develop drawings through experimentation and textile-based techniques to design a repeating pattern suitable for fabric.	<u>Electrical systems: Torches</u> Children will learn how to design, create and evaluate a torch with a working electrical circuit and switch. They will use appropriate equipment to cut and attach material.
Y5	<u>Electrical systems: Doodlers</u> Children will learn how to design, create and evaluate a functional series circuit, incorporating a motor. They will remove and replace different parts of a Doodler to amend its functions.	<u>Sculpture and 3D: Interactive installation</u> Children will be 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,	<u>Structures: Bridges</u> Children will test and analyse various types of bridge to determine their strength and stability. Explore material properties and sources, before marking, sawing and assembling a wooden truss bridge.	<u>Drawing: I need space.</u> Children will be 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	<u>Food: What could be healthier?</u> Children will learn how to adapt and cook a traditional recipe to form a healthy Bolognese using knives, hot pans and hobs carefully. They will discuss how to avoid cross contamination and describe the healthy	<u>Painting and mixed media: Portraits.</u> Children will be investigating self-portraits by a range of artists. Children will use photographs of themselves as a starting point for developing their own unique self-portraits in mixed-media.

		location and interactive elements affect the way visitors experience installation art.		collagraph printmaking to create a futuristic image.	benefit of the different food groups.	
Y6	<u>Painting and mixed media: Artist study</u> Children will focus on understanding narratives and descriptive language in art, exploring meanings behind paintings, and developing personal interpretations and abstract art pieces based on selected artists.	<u>Textiles: Waistcoats</u> Children will learn how to design, create and evaluate a waistcoat using a running stitch to join fabric together. They will mark and cut fabric and attach a secure fastening as well as decorative objects to their final product.	<u>Drawing: Make my voice heard</u> Children will focus on developing skills in using different art styles, exploring effects with tools, understanding and applying chiaroscuro, and creating symbolic and expressive drawings. It encourages children to form their own opinions about art, understand the impact of techniques, and convey messages through their artwork.	<u>Structure: Playgrounds</u> Children will design, create and evaluate a range of play apparatus structures for their mock up playground. They will measure, mark and cut wood to create their structures adding decorations to improve the aesthetics of their playground.	<u>Sculpture and 3D: Making memories</u> Children will create expressive sculptures and reflect on artistic decisions. Children learn to represent memories through art, using various materials and techniques, and develop skills in planning, creating, and evaluating 3D sculptures.	<u>Digital world: Navigating the world</u> Children will learn how to design and program a navigation tool to produce a multifunctional device for trekkers using CAD 3D modelling software. Once created they will pitch and explain the product to a guest panel.