

Curriculum coverage and skills progression

SUBJECT: Art & DT



Cycle A 2024/2025

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
EYFS	Structures: Junk modelling *Explore permanent and temporary joins *Use combination of materials and joining techniques	Drawing: Marvellous Marks *Mark making and language of texture *Wax crayons and rubbings *Chalk on different surfaces *Observational drawings	Textiles: Bookmarks *Threading and weaving using different materials and objects *Bookmarks from the past *Design and weave/sew own bookmark	Painting and Mixed Media: Paint my World *Child-led use of fingers and natural items as tools *Mix colours *Create abstract/figurative paintings *explore collage and other paint techniques e.g. splatter	Structures: Boats *Experiment and make predictions about waterproofing, floating and sinking *Features of boats *Investigate shape and structures to build own boat	Sculpture and 3D: Creation Station *Manipulate playdough and clay to make animal sculptures *Create natural landscape pictures using items found outdoors.
KS1	Craft and Design: Map it out *use different types of mark-making in drawing a journey map with landmarks *design a print with simple lines and shapes, making improvements as they work *follow a process to make a print from a polystyrene tile	Structures: Baby Bear's Chair * Design a chair for Baby Bear * Meet Baby Bear's needs * Explore ways to make the chair strong	Painting and mixed media: Life in colour *name primary and secondary colours, making predictions about mixing *explore different tools to create textures *experiment and discuss materials, tools, textures and colour choices.	Mechanisms: Fairground wheel * Design and create a Ferris wheel * Consider rotating wheels and free-standing structure * Use appropriate materials * Develop cutting/joining skills	Sculptures and 3D: Clay houses *flatten, smooth and roll clay *join clay shapes using scoring and slipping *make a basic pinch pot *create a tile using impressions and joining simple shapes	Mechanisms: Making a moving monster * Design a monster * learn about pivot, lever and linkage
LKS2	Drawing: Power prints *explore shading effects, pencil holds and pencil pressures when shading *experiment with charcoal and rubber to create contrast, light and dark in drawings. *create compositions including detail, contrast and pattern	Structures: Pavilions (Framed structures) * Learn how to create strong and stable structures * Create a structure with cladding	Painting and mixed-media: Light and Dark *mix tints and shades by adding black or white paint *create depth and dimensions in painting using light and dark in colour *use paint in a controlled way to create a still life composition	Mechanical systems: making a slingshot car * Make a moving car using lollipop sticks, wheels, dowels and straws * Make a launching mechanism * Design and make the body of the vehicle using nets and assembling to make a chassis	Craft and Design: Fabric of nature *select imagery and colours to create a mood board with a theme and colour palette *use materials and tools confidently to add colour *create a pattern which repeats *Understand and describe the work of William Morris	Electrical systems: Torches * Design and create a torch * Evaluate their product against+ set design criteria
UKS2	Craft and design: Photo opportunity *explore photomontage by using images to create a new image *consider the impact of compositions and design choices *create a final work which uses proportions and tones effectively	Textiles: Waistcoats * Select suitable fabrics * Using pinning, decorating and stitching to create a waistcoat for a person or purpose	Drawing: make my voice heard *compare different styles of art *create a patterned, symbolic tile representing themselves *experiment with chiaroscuro techniques and tonal effects	Structures: Playgrounds * Design and create a model playground * Make 5 apparatus using 3 different structures	Sculpture and 3d: Making memories *plan a representation of memories through imagery, shapes and colours *translate plans into a 3d sculpture, using experimentation, originality and technical competence.	Digital World: Navigating the world *Programme a navigation tool to produce a device for trekkers *Combine 3D objects to form a product in CAD3D modelling software *Pitch to 'sell' their product

Cycle B - 2023/2024

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
EYFS	Structures: Junk modelling *Explore permanent and temporary joins *Use combination of materials and joining techniques	Drawing: Marvellous Marks *Mark making and language of texture *Wax crayons and rubbings *Chalk on different surfaces *Observational drawings	Textiles: Bookmarks *Threading and weaving using different materials and objects *Bookmarks from the past *Design and weave/sew own bookmark	Painting and Mixed Media: Paint my World *Child-led use of fingers and natural items as tools *Mix colours *Create abstract/figurative paintings *Explore collage and other paint techniques e.g. splatter	Structures: Boats *Experiment and make predictions about waterproofing, floating and sinking *Features of boats *Investigate shape and structures to build own boat	Sculpture and 3D: Creation Station *Manipulate playdough and clay to make animal sculptures *Create natural landscape pictures using items found outdoors.
KS1	Structures: Constructing Windmills *Design, decorate and build a windmill. *identify key features of a windmill and how they work	Drawing: Make your Mark *Experiment with range of mark-making techniques, responding to music *Show control when drawing lines and colouring, using a range of media *draw using observational skill	Textiles: Puppets *Joining different fabrics *Create a puppet based on a fairy-tale character *Developing cutting, gluing, stapling and pinning skills	Sculpture and 3d: Paper Play *attach paper tubes and strips securely to a base *make choices using different paper shaping techniques to create an interesting arrangement. *work successfully with others, sustaining effort over time.	Food: Fruit and Vegetables *Handle and explore different fruits and vegetables *Identify which food category items fall into *Design and make a smoothie and its packaging	Painting: Colour Splash *know and use primary colours to make different shades of secondary colours *apply paint consistently to printing materials to achieve a print *mix secondary colours with confidence to create a plate
LKS2	Food: Eating seasonally *Discover when and where fruit and vegetable are grown * Learn about seasonality in the UK * Make three healthy dishes	Drawing/: Growing artists *explore using geometric and organic shapes to form the basis of a more detailed drawing *use shading to show light and dark *try a range of drawing materials	Digital World: Electronic Charm * Design, code and make an Micro: bit to use in low-light conditions * Learn how to programme to monitor and control their product	Craft and Design: Ancient Egyptian Scrolls *Record colours patterns and shapes through observational drawing, experimenting with tools, materials and techniques *explore ideas through sketching *use colours and materials appropriately in a composition	Structures: Constructing a Castle * Learn about the features of a castle * Use nets and recycled materials to make towers, turrets and a base	Sculpture and 3D: Abstract shape and space *Explore ways to make card shapes 3d *experiment with and choose appropriate methods to join elements in their sculptures *identify shapes in the positive and negative space in sculptures
UKS2	Electrical Systems: Doodlers * Explore series circuits * Investigate an existing product with a motor * Develop their own product	Sculpture and 3D: Interactive installation *create an installation plan, model or space *describe how their space conveys a message or theme *explain choices made about materials, arrangement and overall display in the space	Mechanical systems: Making a pop up book * Create a 4 page pop up story book * Use a range of mechanisms and decorative features (structures, levers, sliders, layers and spacers)	Drawing: I need space *Use past knowledge and experience to draw a range of drawing processes *Select tools and techniques with growing independence. *Demonstrate considered composition discussing ways to improve work.	Food: What could be healthier? * Research and modify a traditional recipe to make it healthier * Cook a healthy alternative * Make appropriate packaging	Painting and mixed media: Portraits *experiment with materials, compositions, techniques and effects used for the backgrounds of their portraits *create a self-portrait which represents something about themselves.