



Art and Design/Design Technology Long Term Plan

Cycle A – 2022/2023						
	Autumn 1 - Art	Autumn 2 - DT	Spring 1 - Art	Spring 2 - DT	Summer 1 - Art	Summer 2 - DT
Class 1	Drawing: Marvellous marks	Workshop: Junk Modelling	Painting and mixed media: Paint my world	Food: Soup	Sculpture and 3D: Creation station	Textiles: Bookmarks
Class 2	Drawing: Make your mark To know how to create different types of lines; To explore line and mark-making to draw water; To draw with different media; To develop an understanding of mark making; To apply an understanding of drawing materials and mark-making to draw from observation.	Painting and mixed media: Colour splash To investigate how to mix secondary colours; To apply knowledge of colour mixing when painting; To explore colour when printing; To experiment with paint mixing to make a range of secondary colours; To apply their painting skills when working in the style of an artist	Mechanisms - vehicles To understand how wheels move To identify what stops wheels from turning To design a moving vehicle To build a moving vehicle	Food – fruit and vegetables To identify if a food is a fruit or a vegetable To identify where plants grow and which parts we eat To taste and compare fruit and vegetables To make a fruit and vegetable smoothie	Structures -Baby bear's chair To explore the concept and features of structures and the stability of different shapes To understand that the shape of the structure affects its strength To make a structure according to design criteria To produce a finished structure and evaluate its strength, stiffness and stability	Sculpture and 3D: Paper play To roll paper to make 3D structures.; To shape paper to make a 3D drawing; To apply paper-shaping skills to make an imaginative sculpture.; To work collaboratively to plan and create a sculpture; To apply painting skills when working in 3D.
Class 3	Painting and mixed media: Prehistoric painting To apply understanding of prehistoric man made art To understand scale to enlarge drawings in a different medium To explore how natural	Textiles: Cross-stitch and applique To learn how to sew crossstitch and appliqué To design a product and its template To decorate fabric using appliqué and cross stitch To assemble your cushion	Drawing: Growing artists To recognise how artists use shape in drawing To understand how to create tone in drawing by shading To understand how texture can be created and used to make art To apply	Drawing: Power prints To draw using tone to create a 3D effect To explore proportion and tone when drawing To plan a composition for a mixed-media drawing To use shading techniques to create pattern and	Sculpture and 3D: Abstract shape and space **	Mechanical systems: Pneumatic toys To understand how pneumatic systems work To design a toy that uses a pneumatic system To create a pneumatic system To test and



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	products produce pigments to make different colours To select and apply a range of painting techniques To apply painting skills when creating a collaborative artwork		observational drawing skills to create detailed studies To apply an understanding of composition to create abstract drawings	contrast To work collaboratively to develop drawings into prints		finalise ideas against design criteria
Class 4	Art –Painting and mixed media: Portraits To explore how a drawing can be developed. To combine materials for effect. To identify the features of self-portraits. To develop ideas towards an outcome by experimenting with materials and techniques. To apply knowledge and skills to create a mixed-media self-portrait.	DT –Electrical Systems: Steady hand game To research and analyse a range of children's toys To design a steady hand game To construct a stable base To assemble electronics and complete an electronic game	Art –Drawing: Making my voice heard To explore expressive drawing techniques. To consider how symbolism in art can convey meaning. To apply understanding of the drawing technique chiaroscuro. To evaluate the context and intention of street art. To apply an understanding of impact and effect to create a powerful image.	DT -Mechanical systems: Automata toys To prepare wood for assembly by measuring, marking and cutting each piece To assemble the automata frame components and supports with the help of an exploded diagram To explore the relationship between cam profiles and follower movement, to inform a design decision To apply the housing and finishing touches to the automata frame	Art –Sculpture and 3D: Making memories **	DT –Food: Come dine with me To research and design a three-course meal To prepare a meal using a recipe; To understand where their food comes from; To write up a recipe* To prepare a meal using a recipe; To understand where their food comes from; To write up a recipe* To prepare a meal using a recipe; To understand where their food comes from; To write up a recipe*



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Cycle B – 2023/2024						
	Autumn 1 - Art	Autumn 2 - DT	Spring 1 - Art	Spring 2 - DT	Summer 1 - Art	Summer 2 - DT
Class 1	Drawing: Marvellous marks	Workshop: Junk Modelling	Painting and mixed media: Paint my world	Food: Soup	Sculpture and 3D: Creation station	Textiles: Bookmarks
Class 2	Drawing: Tell a story To develop a range of mark making techniques; To explore and experiment with mark-making to create textures; To develop observational drawing; To understand how to apply expressions to illustrate a character; To develop illustrations to tell a story	Food – A balanced diet To know what makes a balanced diet To taste test food combinations To design a healthy wrap To make a healthy wrap	Mechanisms – moving story book To explore making mechanisms To design a moving story book To construct a moving picture To evaluate my finished product	Sculpture and 3D: Clay houses To use my hands as a tool to shape clay.; To shape a pinch pot and join clay shapes as decoration.; To use impressing and joining techniques to decorate a clay tile.; To use drawing to plan the features of a 3D model.; To make a 3D clay tile from a drawn design.	Textiles - Puppets To join fabrics together using different methods To use a template to create my design To join two fabrics together accurately To embellish my design using joining methods	Painting and mixed media: Beside the seaside To develop knowledge of colour mixing. To know how texture can be created with paint. To use paint to explore texture and pattern. To compose a collage, choosing and arranging materials for effect. To evaluate and improve artwork.
Class 3	Electrical systems: Electric poster To understand the purpose of information design To research a set topic to develop a range of initial ideas To develop an initial idea into a final design To assemble my final product and	Electrical systems: Torches To learn about electrical items and how they work To analyse and evaluate electrical products To design a product to fit a set of specific user needs To make and evaluate a torch	Painting and mixed media: Light and dark To investigate different ways of applying paint. To mix tints and shades of a colour. To use tints and shades to give a three-dimensional effect when painting To explore how paint can create very different effects To	Mechanical systems: Making a slingshot car To build a car chassis To design a shape that reduces air resistance To make a model based on a chosen design To assemble and test my completed product	Sculpture and 3D: Mega materials To develop ideas for 3D work through drawing and visualisation in 2D. To use more complex techniques to shape materials. To explore how shapes can be formed and joined in wire. To consider the	Digital world: Mindful moments timer To create a design criteria for an electronic timer based on analysis of existing products To apply understanding of computer programming to instruct and control a Micro:bit to function as a



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	incorporate a simple circuit		consider proportion and composition when planning a still-life painting To apply knowledge of colour mixing and painting techniques to create a finished piece Art – Craft and design: Ancient Egyptian Scrolls DT – Food: Adapting a recipe DT Eating Seasonally	Art -Craft and design: Fabric of nature	effect of how sculpture is displayed. To choose and join a variety of materials to make sculpture.	timer To design, make and develop a prototype case for my mindful moment timer To design a logo for a mindfulness company using computer-aided design
Class 4	DT –Mechanical systems: Pop up book To design a pop-up book To follow my design brief to make my pop up book To use layers and spacers to cover the working of mechanisms To create a high-quality product suitable for a target user	Art –Painting and mixed media: Artist study To develop ideas for 3D work through drawing and visualisation in 2D. To use more complex techniques to shape materials. To explore how shapes can be formed and joined in wire. To consider the effect of how sculpture is displayed. To choose and join a variety of materials to make sculpture.	DT Textiles: Stuffed toys To design a stuffed toy To sew blanket stitch To create and add decorations to fabric To use a blanket stitch to assemble the components of a stuffed toy	Art –Sculpture and 3D: Interactive Installation To identify and compare features of art installations. To investigate the effect of space and scale when creating 3D art. To problem-solve when constructing 3D artworks. To plan an installation that communicates an idea. To apply their knowledge of installation art and develop ideas into a finished piece.	DT –Structure: Bridges To explore how to reinforce a beam (structure) to improve its strength To build a spaghetti truss bridge To build a wooden truss bridge To complete, reinforce and evaluate my truss bridge	Art –Drawing: I need space To explore the purpose and effect of imagery. To understand and explore decision making in creative processes. To develop drawn ideas through printmaking. To test and develop ideas using sketchbooks. To apply an understanding of drawing processes to revisit and improve ideas.



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