



**Whole School Overview for Art & Design and Technology**  
**Spring Term 2018/2019**

<b>Year 1</b>	
<b>Art</b>	<b>Design and Technology</b>
<b>What do I want to be when I am older?</b>	<b>What would my dream holiday destination be?</b>
<p><b>Generating ideas</b></p> <ul style="list-style-type: none"><li>Recognise that ideas, experiences and imagination can be expressed in art work.</li></ul> <p><b>Making</b></p> <ul style="list-style-type: none"><li>Use materials purposefully to achieve particular outcomes.</li></ul> <p><b>Evaluating</b></p> <ul style="list-style-type: none"><li>Describe the work of a range of artists, craft makers and designers.</li></ul>	<p><b>Making</b></p> <ul style="list-style-type: none"><li>Practice techniques to join materials (such as gluing, hinges or combining materials to strengthen).</li><li>Use tools and equipment to perform practical tasks.</li></ul> <p><b>Technical Knowledge</b></p> <ul style="list-style-type: none"><li>Explore how structures can be made stronger, stiffer and more stable.</li></ul>

# Year 2

## Art

What is special about our school?

### Generating ideas

- Use drawing to record ideas and experiences.

### Making

- Develop and exercise control over a range of materials.

### Evaluating

- Express clear preferences about the work of a range of artists, craft makers and designers and give reasons for these opinions.
- Make links between the work of artists and their own work.

## Design and Technology

What makes an elite athlete?

### Designing

- Design products that have a clear function and an intended user.

### Evaluating

- Evaluate ideas and products against design criteria.

### Cooking and nutrition

- Combine ingredients to produce food.

# Year 3

## Design and Technology

Where does chocolate come from?

### Cooking and nutrition

- Use correct utensils to hygienically prepare food.
- Combine or cook ingredients to produce food.

## Design and Technology

What is fashion?

### Designing

- Design with purpose by identifying opportunities to design.

### Making

- Select materials carefully to suit the design and use.
- Select appropriate techniques to construct products.

### Technical Knowledge

- Identify some of the great designers in all of the areas of study to generate ideas for designs.

# Year 4

## Design and Technology

## Design and Technology

Can the environment of Harlesden be improved?

Will robots take over the world?

### Evaluating

- Make improvements to established designs and be able to explain why.
- Refine methods and design as work progresses, constantly reassessing design.

### Technical Knowledge

- Use suitable cutting and shaping techniques.
- Choose suitable joining techniques.

### Designing

- Model designs using software.

### Making

- Use electrical systems in their products.
- Disassemble designs to discover how they work.

### Evaluating

- Make improvements to established designs and be able to explain why.
- Refine methods and design as work progresses, constantly reassessing design.

# Year 5

## Art

## Design and Technology

### The Benin: What was their legacy?

### What's out there?

#### Generating ideas

- Confidently use sketchbooks for a variety of purposes including, recording, observations, developing ideas: testing materials; planning and recording information.

#### Making

- Use technical expertise to make ideas work, which effectively reflects ideas and intentions.

#### Evaluating

- Regularly analyse and reflect on progress taking account original designs.

#### Knowledge and Understanding

- Explain, using relevant vocabulary, the techniques used.

#### Designing

- Design by considering the user, prioritising good function before profit.
- Produce several prototypes, building upon the previous to optimise design. Combine designs from several significant designers explaining the selections.

#### Making

- Cut materials with precision and refine the finish with appropriate tools (such as sanding wood after cutting).

#### Evaluating

- Evaluate the design of products so as to suggest improvements to the user experience.

#### Technical Knowledge

- Apply understanding of forces to select a suitable mechanism e.g. levers, winding mechanism, pulleys and gears.

# Year 6

## Design and Technology

How can I be a champion of change?

### Designing

- Use innovative combinations of electronics (or computing) and mechanics in product designs.

### Making

- Select appropriate tools to cut and shape a particular type of material.

### Evaluating

- Make products through stages of prototypes, making continual refinements.

### Technical Knowledge

- Combine electronics and mechanics to produce original designs.
- Apply their understanding of computing to program, monitor and control products.

## Design and Technology

How did the Ancient Greeks change the world?

### Cooking and nutrition

- Understand how to store and handle food ingredients properly.
- Demonstrate a range of cooking techniques.
- Create and refine recipes, including ingredients, methods, cooking times and temperature.