

Art Design /Design & Technology Long Term Plan, Old Sarum Primary

ART

Purpose of study

Art, craft and design embody some of the highest forms of human creativity. A high-quality art and design education should engage, inspire and challenge pupils, equipping them with the knowledge and skills to experiment, invent and create their own works of art, craft and design. As pupils progress, they should be able to think critically and develop a more rigorous understanding of art and design. They should also know how art and design both reflect and shape our history, and contribute to the culture, creativity and wealth of our nation.

Aims

The national curriculum for art and design aims to ensure that all pupils:

- produce creative work, exploring their ideas and recording their experiences
- become proficient in drawing, painting, sculpture and other art, craft and design techniques
- evaluate and analyse creative works using the language of art, craft and design
- know about great artists, craft makers and designers, and understand the historical and cultural development of their art forms

DESIGN AND TECHNOLOGY

Purpose of study

Design and technology is an inspiring, rigorous and practical subject. Using creativity and imagination, pupils design and make products that solve real and relevant problems within a variety of contexts, considering their own and others' needs, wants and values. They acquire a broad range of subject knowledge and draw on disciplines such as mathematics, science, engineering, computing and art. Pupils learn how to take risks, becoming resourceful, innovative, enterprising and capable citizens. Through the evaluation of past and present design and technology, they develop a critical understanding of its impact on daily life and the wider world. High-quality design and technology education makes an essential contribution to the creativity, culture, wealth and well-being of the nation.

Aims

The national curriculum for design and technology aims to ensure that all pupils:

- develop the creative, technical and practical expertise needed to perform everyday tasks confidently and to participate successfully in an increasingly technological world
- build and apply a repertoire of knowledge, understanding and skills in order to design and make high-quality prototypes and products for a wide range of users
- critique, evaluate and test their ideas and products and the work of others
- understand and apply the principles of nutrition and learn how to cook

EYFS

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
EYFS	Exploring paint Painting activities - hands, fingers, big scale outside, rollers, tiny pictures Self portraits Construction challenges large and small scale	Exploring clay, making printed tiles – clay pots Joining materials – junk model techniques Exploring clay/dough/plasticine Making hibernation nests Cooking – pizzas - link to maths	Exploring printing – mono, unit, big scale, stampers, making a foam block Cooking – gingerbread men - link to literacy	Drawing – drawing dress up, drawing around interest e.g. bikes, animals etc Food– making fruit salad	Exploring textiles – collage with textiles, simple sewing, weaving, windsock weaving Food – making egg and cress sandwiches	Exploring collage – combining materials in different scales, making junk hangings, collaborative collage Food cooking – potatoes

Key stage 1

Pupils should be taught:

- to use a range of materials creatively to design and make products
- to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination
- to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space
- about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Year 1	ART Drawing <i>(Buildings/castles)</i>	DT Mechanical systems <i>(Moving pictures)</i>	ART Painting <i>(Rousseau)</i> Paper/card sculpture <i>(African Art & African masks)</i>	DT Cooking and nutrition <i>(African fruit smoothies)</i>	ART Textiles <i>(Weave and stitch)</i> Collage <i>(Seaside collage)</i>	DT Complex structures <i>(Making kites)</i>
Year 2	DT Mechanical systems <i>(Winding up)</i>	ART Sculpture <i>(Andy Goldsworthy)</i>	DT/ART Textiles <i>(Puppets)</i>	ART Paper art <i>(Printing paper to use to create art)</i> DT Food technology	DT Mechanical systems <i>(moving vehicles)</i>	ART Drawing and painting <i>(Self-portrait in style of Paul Klee)</i>

Key stage 2

Pupils should be taught to develop their techniques, including their control and their use of materials, with creativity, experimentation and an increasing awareness of different kinds of art, craft and design.

Pupils should be taught:

- to create sketch books to record their observations and use them to review and revisit ideas
- to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials [for example, pencil, charcoal, paint, clay]
- about great artists, architects and designers in history

	Term 1	Term 2	Term 3	Term 4	Term 5	Term 6
Year 3	ART Sketching and drawing <i>(Artist study – Julian Opie)</i>	DT/ART Textiles <i>(Drawstring bags)</i>	DT Cooking and nutrition <i>(Sandwich Snacks)</i>	ART Painting and printing <i>(Investigating patterns)</i>	DT Complex structures - woodwork <i>(Photograph frames)</i>	ART Architects and sculpture
Year 4	ART Printing and collage <i>(Linda Calverley) (including large scale work)</i>	DT Mechanical systems <i>(Catapults)</i>	ART Sculpture	DT Electrical systems	ART Painting and textiles <i>(Michelle Mischkulnig)</i>	DT Textiles <i>(Monsters)</i>
Year 5	ART Textiles and printing	DT Cooking and nutrition <i>(Christmas cupcakes)</i>	ART Sculpture <i>(Henry Moore/Barbara Hepworth)</i>	DT Complex structures <i>(Bridges)</i>	ART Painting <i>(Impressionism)</i>	DT Mechanical systems - woodwork <i>(Musical instruments)</i>
Year 6	DT Electrical systems <i>(Fairground rides)</i>	ART Sketching and collage <i>(People in action, Matisse)</i>	DT Mechanical systems - woodwork <i>(Cam toys)</i>	ART Drawing and painting <i>(Artist study – Firoz Patel)</i>	DT/ART Textiles and printing <i>(Greek masks & headdresses)</i>	ART Sculpture <i>(Greek pots)</i>