



SUBJECT OVERVIEW



ST JOHN FISHER RC PRIMARY SCHOOL

ART & DT

TERM	YEAR 1	YEAR 2	YEAR 3	YEAR 4	YEAR 5	YEAR 6
AUTUMN 1	<p>Structures: Constructing windmills Use a criteria to design a structure Make and attach a stable structure and turbine Testing and evaluating</p>	<p>Sculpture and 3D: Clay houses Shaping clay with hands to make a simple model Join and decorate clay Positive and negative surface Draw a design and recreate in clay Roll, join and press clay</p>	<p>Cooking and Nutrition: Eating seasonally Fruit and veg grow in different countries based on their climates Seasonal fruit and veg - understand the positive effect Design a tart and follow a recipe Follow basic rules of food hygiene and safety</p>	<p>Drawing: Power prints Shade to create 3D effects Hold pencils in different ways and pressures Arrange images Use tools to create marks and patterns by scratching on a painted surface</p>	<p>Electrical systems: Doodlers Understand how motors are used in electrical products Investigate existing products Identify what affects form and function Use research and findings to develop a design criteria Develop a kit for another to assemble their product</p>	<p>Craft and design: Photo opportunity Composition - make photomontage poster Create abstract photographic art Apply photography techniques Use observation, proportion and photorealistic style</p>
	<p>Drawing: Making your mark Exploring lines Mark making Drawing from observation</p>	<p>Structures: Baby bear's chair Exploring stability of 3D shapes Strengthening materials Develop a design criteria Test its strength and stability Adapt structures</p>	<p>Drawing: Growing artists Use shapes to draw observations Create tone by shading Blend tones and follow 4 rules of shading Rubbings - frottage</p>	<p>Structures: Pavilions Create a range of different shaped frame structures Design and evaluate a structure Build and add cladding to a frame</p>	<p>Sculpture and 3D: interactive installation Answer questions and justify opinions Create an installation model Make and explain choices - arrangement, lighting and format</p>	<p>Textiles: Waistcoats Design a waistcoat using inspiration from others Using a template, pinning and cutting Running stitch to attach Add decoration - beads, stitching and applique</p>
	<p>Textiles: Puppets Explore and evaluate ways to join fabrics Designing a puppet and make a template Make and decorate a puppet</p>	<p>Craft and design: Map it out Make felt by twisting and tearing wool Cut, layer and arrange the shapes Use simple lines and shapes from a drawing to design a printing tile.</p>	<p>Digital world: Electronic charm Explore wearable technology Write programs Create and decorate using a template Design a point of sale using software.</p>	<p>Painting and mixed media: Light and dark Investigate different ways to applying paint Mix tints and shades Create different effects to paint 3D objects Consider proportion and composition</p>	<p>Mechanical systems: Making a pop-up book Plan and produce a structured book Assembly components for structures and mechanisms Hide elements with more layer Use mechanisms and structures - interactive for users</p>	<p>Drawing: Making my voice heard Explore expressive drawings Learn about symbolism in art Chiaroscuro technique Evaluate street art Create a powerful image</p>



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<p>SPRING 2</p>	<p><u>Sculpture and 3D:</u> <u>Paper play</u> Roll, shape and manipulate paper and card to make 3D drawings and structures.</p>	<p><u>Mechanisms:</u> <u>Making a moving monster</u> Identify pivots, levers and linkages Make and adapt linkages Design against a moving monster and perform a survey Construct, decorate and evaluate against design brief</p>	<p><u>Craft and design:</u> <u>ancient Egyptian scrolls</u> Investigate style, patterns and shapes Create a brief Apply ancient drawing and painting techniques Develop a contemporary response</p>	<p><u>Mechanical systems:</u> <u>Making a slingshot car</u> Build a chassis Design shapes that reduce air resistance Make a model using a design Assemble and test a product</p>	<p><u>Drawing: I need space</u> Learn about retrofuturism Evaluate images and offer suggestions Make a collagraph print</p>	<p><u>Structures:</u> <u>Playgrounds</u> Identify structures of playground equipment Design and build structures Testing and adding cladding Create landscape features</p>	
	<p>SUMMER 1</p>	<p><u>Food: Fruit and vegetables</u> Identify and describe fruits and vegetables Where do they grow? Taste and compare Prepare a smoothie</p>	<p><u>Painting and mixed media: Life in colour</u> Recreate textures Match colours effectively Choose collage materials based on colour and textures</p>	<p><u>Sculptures:</u> <u>Constructing a castle</u> Recognise how shapes form a stable structure Design, make and evaluate Design a castle which satisfy a given purpose Build complex structures using 3d shapes</p>	<p><u>Craft and design:</u> <u>Fabric of nature</u> Create drawings that replicate an image Select images and colours Create a pattern inspired from previous work Create a repeating pattern with detail</p>	<p><u>Cooking and nutrition:</u> <u>What could be healthier?</u> Welfare issues - cattle rearing - how beef is farmed Compare taste and nutritional values Identifying healthier alternatives in a recipe Follow their recipe Design packaging that prompted healthy and ethical choices.</p>	<p><u>Sculpture and 3D:</u> <u>Making memories</u> Create a sculpture to express themselves in literal/symbolic way Represent memories with images, shapes and colours Translate plans to a 3D sculpture</p>
	<p>SUMMER 2</p>	<p><u>Painting and mixed media: Colour splash</u> Investigate how to mix colours Printing Make secondary colours</p>	<p><u>Mechanisms:</u> <u>Fairground wheel</u> Identify parts and mechanisms of a wheel Select appropriate materials Build, test, decorate and evaluate their rotating wheel</p>	<p><u>Sculpture and 3D:</u> <u>Abstract shape and space</u> Make card shape 3D Combine shapes to make a free standing sculpture Identify 2D shapes on photographs Draw a model from different angles Plan an abstract sculpture</p>	<p><u>Electrical systems:</u> <u>Torches</u> Learn about electrical items Analyse and evaluate electrical products Design a product to fit a user's needs Make and evaluate a torch</p>	<p><u>Painting and mixed media: Portraits</u> Outline a portrait drawing with words and shapes Make decisions about compositions, materials and backgrounds Create a self-portrait that represents something about them</p>	<p><u>Digital world:</u> <u>Navigating the world</u> Writing a design brief/criteria based on client request Write a program with multiple functions to navigate Develop a sustainable product concept Use CAD to make a virtual model Pitch the product to sell to specified client</p>