



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>Formal elements of art Repeating patterns Take rubbings Frottage 3D pencil drawings and colouring</p>	<p>Food: Seasonality 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>Art and design skills Lenticular prints - optical illusion Apply tones and prints Mix colours Use short, angular strokes in different directions Carve a sculpture from soap Still life drawing - draw outlines of objects before adding in light, medium and dark tones. Curate an exhibition</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>Photography Use text and image together to create meaningful and powerful photo posters Understand abstract art through photography Develop a self-portrait from a photograph and translate it into a drawing Replicate the mood and expression of a painting through photography</p>
AUTUMN 2	<p>Art and Design Skills Exploring mixing colours Printing with paint and foam Experimenting with different mediums Consider the stories behind a painting</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>Prehistoric art Develop a sense of proportion Scale up drawings Use charcoal to create texture and tones Explore making paints to use for colour and effect Printing on a textured background</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>Formal elements of art Draw from observation and interpret details accurately. Create a monoprint using ink Add colours to an image Design a building, choosing to draw from perspective, plan or front view Design a monument to reflect and commemorate something of their choice.</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>



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SPRING 1	<p><u>Textiles: Puppets</u> Explore and evaluate ways to join fabrics Designing a puppet and make a template Make and decorate a puppet</p>	<p><u>Sculpture and mixed media</u> Use plasticine and wire to turn drawings into 3D forms Alter expressions in drawings Composition with figures and adding texture and pattern Adding highlight and shadow</p>	<p><u>Digital world: Electronic charm</u> Explore wearable technology Write programs Create and decorate using a template Design a point of sale using software.</p>	<p><u>Formal elements of art</u> Mark making with charcoal Imprint texture and pattern on a printing block Use stamp printing to make repeating patterns. Use reflection and symmetry to make a flip pattern</p>	<p><u>Mechanical systems: Making a pop-up book</u> 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><u>Make my voice heard</u> Create graffiti art with contrasting colours and shadow Draw portraits showing emotion with 'halo' and 'chiaroscuro' techniques Use symbols to create their own composition with contrasting areas of black and white Create a sculpture which shows its expression</p>
SPRING 2	<p><u>Formal elements of art</u> Abstract art Exploring making different lines Making colours</p>	<p><u>Mechanisms: Fairground wheel</u> Identify parts and mechanisms of a wheel Select appropriate materials Build, test, decorate and evaluate their rotating wheel</p>	<p><u>Formal elements of art</u> Identifying, drawing and labelling different shapes that make up an object Bending and twisting wire to create a new form Shading smoothly from light to dark</p>	<p><u>Mechanical systems: 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>Every picture tells a story</u> Consider the artist's message and alter an image Use symmetrical ink drawings to recreate abstract art Use images to create sentences and convey meaning Explore the human side of the image, re-enact the scene, and position themselves for a final composition. Develop ideas for 3D work through drawing and visualisation in 2D</p>	<p><u>Structures: Playgrounds</u> Identify structures of playground equipment Design and build structures Testing and adding cladding Create landscape features</p>



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SUMMER 1	<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>Art and Design skills</u> Adding textures to clay Weaving paper Adding tone by shading different areas Using basic shapes to draw pictures</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>Every picture tells a story</u> Analyse a famous painting How to find meaning in painting Use role-play to view the work from another perspective Develop analytical skills and create a modern photo collage Apply interpretation skills to analyse and respond to abstract art</p>	<p><u>Food: 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>Still life</u> Sketch ideas for a still life study composition with pencil and charcoal Draw using a negative medium Paint a still life paying attention to form, line, layout, darker and lighter tones, mixing colours and hues Showcase their still life works with a graphic representation of the memories they evoke</p>
SUMMER 2	<p><u>Landscapes using different mediums</u> Compositions Use materials to add texture Shades, hues and tints Paint over collage</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</u> Select images, textures, colours and fabrics Tie-dye fabric Weaving paper and fabric - warp and weft</p> <p><u>Art and design skills</u> Making tints and shades with paint Develop observational drawing</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>Design for a purpose</u> Understand how visual language can be used to communicate personality and interests Work collaboratively to a specific design brief Design a product which is appealing and purposeful Present a product pitch</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>