Sculpture	Sketching/ Art techniques
Painting	Artists/ History of art
Collage	DT

Smith's Wood Primary Academy

Art and DT Curriculum Overview



Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Superheroes Explores colour and how colours can be changed. Understands that they can use lines to enclose a space. Beginning to be interested in and describe the texture of things. Uses various construction materials. Joins construction pieces together to build and balance. Uses available resources to create props to support roleplay.	 Winter Wonderland Explores colour and how colours can be changed. Beginning to construct, stacking blocks vertically and horizontally, making enclosures and creating spaces. Realises tools can be used for a purpose. begin to use shapes to represent objects. Captures experiences and responses with a range of media, such as paint and materials. 	 Once Upon a Time Explores what happens when they mix colours. Experiments to create different textures. Understands that different media can be combined to create new effects. Selects appropriate resources and adapts work where necessary. Chooses particular colours to use for a purpose. 	 In the Wild Manipulates materials to achieve a planned effect. Constructs with a purpose in mind, using a variety of resources. Uses simple tools and techniques competently and appropriately. Selects tools and techniques needed to shape, assemble and join materials they are using. Chooses particular colours to use for a purpose. 	 Children use what they have learnt about media and materials in original ways, thinking about uses and purposes. They represent their own ideas, thoughts and feelings through design and technology, art, music, dance, role play and stories. They safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function 	We're all going on a summer holiday Children use what they have learnt about media and materials in original ways, thinking about uses and purposes. They represent their own ideas, thoughts and feelings through design and technology, art, music, dance, role play and stories. They safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function

Year 1	Africa African Masks/Colour mixing sunset • To learn primary colours and mix secondary colours. • To make a product using clay	Footprints through time Local artists/Famous Birmingham sculpture (The Bull)/Colour mixing. To learn about an artist. To draw understanding size and shape. To use a range of materials creatively	Man on the Moon Kandinsky/ Recreate the work of an artist/ To know primary and secondary colours/ Design their own planet. To explain what they like and dislike about an artist's work. To look at key artists. To design a purposeful product for themselves. To look at different materials.	Festivals around the World Carnival masks/ Canoe boat/ Dragon masks To colour between the lines. To begin to demonstrate creativity within their designs. To draw with some accuracy.	Fire – Fire! Making Bread/ fire inspired artwork. • To use tools and equipment to perform practical tasks, e.g. cutting, shaping, joining and finishing. • To use materials and components when cooking. • To show a basic understanding of a simple design before creating a product.	Castles To design a medieval banquet/ To design and make a castle. To use materials and components when cooking (ingredients) To begin to evaluate existing products To create a given shape using clay
Year 2	Old Macdonald Navajo Chicks/Farm pictures. To show an understanding of a simple design before creating a product (eg drawing of clay sculpture) Use a variety of pinching techniques to mould clay into a given shape To demonstrate some creativity within their designs.	Start the engine Create a transport pull toy/ Paint vehicles To use a paint brush with good precision. To select from and use a range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing] To demonstrate some creativity within their designs.	A whole new World Design and make ratatouille/ Chalk art Evaluate their products against design criteria Express a personal opinion about a design (product or idea) To draw showing a good understanding of size and shape To draw- with a good level of accuracy- a range of lines To demonstrate some creativity within their designs	Horror at the Hospital Soldier school/ Paint a map. To select appropriate colours when painting and mix accordingly to make a variety of tones. To use a paint brush with good precision To colour and paint with a good level of accuracy	Pirate School To make a jolly roger flag/ Pirate snacks To draw with a good level of accuracy To be taught about colour, pattern, texture, shape, form and space. To design an appealing product based on design criteria (for specified users) To select from and use a wide range of materials and components when cooking (ingredients)	Seaside Rescue Draw seaside items/ Create a rainbow fish/ Punch and Judy show. •To draw with a good level of accuracy •To colour and paint with a good level of accuracy •To talk about different textures with a good understanding of vocabulary •To use a range of materials to create a piece of artwork •To communicate ideas through talking, drawing, templates, mock-ups and, where appropriate, ICT.

Year 3	Hail Caesar Roman Mosaics/ Roman Home To begin to use sketch book to develop ideas. Sculpt a piece of artwork (using clay). To experiment with colours, patterns and textures. Begin to use research to inform their design with a specific purpose. To begin to select and use construction	Jurassic Park Dazzling Dinosaurs To experiment with some colours, patterns and textures. To paint with skill and fluency, adapting the brush size and strokes where needed To use basic mastery of art techniques. To begin to evaluate the work of others	Off with Your Head Tudor Weave/ Tudor banquet To use textile materials. To use basic mastery of art techniques. To begin to use equipment to perform practical tasks To begin to select and use ingredients To evaluate their products against a design criteria	The Great Adventure Food/ Art of the Giants To begin to select and use ingredients To experiment with some colours, patterns and textures To use basic mastery of art techniques.	Rumble in the Jungle Create a shelter/bag/Ranulph Fiennes – Aurora Northern Lights pastel work To experiment with some colours, patterns and textures To draw with a variety of mediums. To design an appealing product.
	materials and components.	the work of others	design entend		

Year 4	Volcanoes and	Why War?	Asia	Vikings	Aztecs	Live and Let Live
<u> </u>	Earthquakes	Create silhouette	Create a dragon/		Aztec headband/	Purple mash shading
	Architects/ Build a	art/ cooking using	Taj Mahal	Making shields	Aztec drawing	pictures/ Drawing
	building/ Pompeii	rations/ Trenches		8	printing.	habitats
					h	
	 To improve their understanding of a range of architects and designers and how their work has contributed to the wealth of the nation. To improve their ability to select relevant materials for craft and sculpting projects. To create sketch books to record their observations and use them to review and revisit ideas 	 To use begin to use basic mastery of art techniques to create a piece of artwork To use with increased accuracy equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately 	To improve their ability to select relevant materials for craft and sculpting projects.	To use begin to use basic mastery of art techniques to create a piece of artwork	To understand the historical and cultural development of their art form. To use begin to use basic mastery of art techniques to create a piece of artwork	 To draw with some accuracy To begin to shade using a variety of mediums To express a personal opinion on a piece of artwork. Explaining what they see and how it makes them feel. To begin to evaluate the work of others, linking to techniques studied Purple Mash – food chains style /shading
<u>Year 5</u>	It's all Greek to me	Look Around You	Survival of the	Lightbulb Moment	Who do you think	Raging Rivers+

Investigate the art and design traditions of Ancient Greece

- To record observations within sketch books
- To use sketch books to review and revisit ideas
- To draw with increased accuracy
- To shade using a variety of mediums to achieve a desired effect
- To sculpt a piece of artwork (using clay) from a given design with increased accuracy
- To begin to critically evaluate a piece of artwork adding a simple personal opinion

To design and make a chocolate bar/ To design a Christmas card/ To look at a range of artists.

- To investigate and critically analyse products
- To model their ideas through prototypes
- To create cross sectional and exploded diagrams
- To use a range of mediums
- To look at a range of artists and recognise unique techniques
- To critique own artwork
- To experiment with a range of techniques and textures

fittest

To sketch an animal/ Make abstract drawings of Charles Darwin

 To improve their mastery of art and design techniques, including drawing and painting with a variety of materials.

To develop design criteria to inform the design of products (M16

Create and advertise an invention/Pop art.

secret agent)/

- To select from and use with increasing confidence a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing
- To select from and use with increased confidence a wider range of textile materials and components, according to their functional properties and aesthetic qualities wood and plastic.
- To improve their mastery of art and design techniques, including drawing and painting with a variety of materials.

You are? Bayeux tapestry

Use sketchbooks to collect, record, review, revisit & evaluate ideas Improve mastery of techniques such as

drawing and painting

with varied materials

Learn about great artists, architects & designers.

Odious Oceans

Observe, paint and draw rivers/oceans/ Create Coastal Diorama

- To Improve mastery of techniques such as drawing and painting with varied materials.
- Create watercolour images of underwater scenes, using watercolours and wax crayons.
- Media Water colours, waterproof marker, pencil, rubbing salt, oil, pastels, mixing colours, primary and secondary colours Skills – Looking at pattern, observing, painting and drawing skills (line, shape and form)
- To use research to inform the design of functional, appealing products that are fit for purpose
- To develop design criteria to inform the design of products, with a clear audience and purpose
- To select from and use with increasing confidence a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and

					finishing], accurately	
Year 6	We are not Amused	Out of this World	Walk Like an	Amazing Americas	Out of Africa	
	Recreate the work	Porthole pictures	Egyptian	Draw Disney	African animals/ African patterns/ Sunset	
	of a chosen Victorian	 Accurately shade 	Mummification (Clay)	Characters/ Make your own hotdog	background with silhouette/ African mask.	
	artist/Create a Victorian coin.	using a variety of mediums to achieve	using a variety of mediums to achieve	(Clay)/ hieroglyphics	your own notdog	
	 Learn about great artists, architects & designers Improve mastery of techniques with varied materials To select from and use a wider range of tools and equipment to perform practical tasks [for example, cutting, shaping, joining and finishing], accurately 	 a desired effect To experiment with a range of colours, patterns and textures to create a desired effect 	 To sculpt a piece of artwork (using clay) from a given design To identify the work and techniques of artists through history To paint with a good level of skill (using a range of brush strokes, sizes etc. 	 To draw with accuracy. To select from and use a wider range of tools and equipment to perform practical tasks 	 To use a range mastery of art techniques to create a piece of artwork To accurately shade using a variety of mediums to achieve a desired effect 	