



Art and DT Curriculum Map

	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
EYFS	Children explore what happens when they mix colours (Potion mixing).	Children experiment to create different textures and understand that different media can be combined to create new effects.	Children are able to select appropriate resources and adapt work where necessary.	Children select tools and techniques needed to shape, assemble and join materials they are using.	Children safely use and explore a variety of materials, tools and techniques, experimenting with colour, design, texture, form and function.	Children develop their own ideas by selecting and using materials and working on processes that interest them. Evidence of previous skills taught should be evident in their creations.
Daisy Class Year A	Printmaking using natural resources relating to remembrance using poppy motif. Look at Karenza Jackson. Controlling pencils. Draw and	Design Technology: Structure Bird feeder – Research, design, make and evaluate bird feeders	Painting Know and use common colours. Look at pop art, use thick lines, block colours and dots. Experiment with a range of paints and papers.	Design Technology: Gingerbread men, using measuring and mixing techniques. Understand where the ingredients come from and	Collage inspired by paintings of castles or their owners and Paul Klee	Design Technology: Mechanism Create and develop pop-up mechanisms using sliders and levers, developing models

	colour a range of leaves in shapes and sizes – reflect the seasons. Draw round leaves to create stencils for printing		Jamaican painters : Barrington Watson, Albert Huie Tamara Madden. Focus on portraits of people	how they form part of a healthy diet. Can also decorate.		and templates to test ideas.
Daisy Class Year B	Drawing and watercolour, Observational drawings of toys – study of local artist Mariette Voke	Design Technology: – Mechanism Design and mock up a model buggy using wheels and axles	Drawing with different media Controlling pencils. Pastels/Chalk on black paper to create dinosaur skeletons, snowy landscapes etc. Experiment with smudging. Inspired by the polar regions – William Bradford	Design Technology: Easter biscuits	Sculpture Create 3D art through papier-mâché using simple shapes as a mould (balloons), and pipe cleaners – Suzanne Breakwell	Design Technology: Structure Make a small toy box using stiff card, glue and a paper hinge. Decorate.
Poppy Class Year A	Painting and Collage Develop use of mixing light and dark colours. Create sky scenes using gradient background washes with a cutout or penned	Design Technology: Mechanism Create model windmills using 3D shapes made from card, with wheel and axle mechanisms.	Drawing Detailed drawings of buildings in the style of Stephen Wiltshire. Drawing from observation – sketching and creating recognisable	Design Technology: Structure using Textiles Design a hat for going on safari	3D work (clay/sculpture) Clay coil pots decorated in the style of Mary Rose Young	Design Technology: Cooking and Nutrition Cooking using local produce, foraged and home grown.

	silhouette. Turner (Particularly his watercolour paintings). Layer black paper onto paint to develop collages		images. Scenes from geography fieldwork – buildings, trees etc.			
Poppy Class Year B	Printing Develop use of mixing light and dark colours. Mix printing with collage for mixed-media. Optical art – Bridget Riley /Victor Vasarely.	Design Technology: Structure using Textiles Create a small tapestry using a small wooden dowel and weaving textiles together, which can be further decorated by gluing on buttons, beads, felt shapes etc	Collage Plant collages linked to science inspired by Henri Rousseau (1844-1910 - Victorian)	Design Technology: Mechanisms Constructing a style of house from period studied in history with lights and motors for moving element.	Drawing: Develop texture and shading techniques – cross hatching, sidestrokes, smudging. Draw from the imagination (link to fiction – class tory – illustrators [Shaun Tan). Start and decorate a sketchbook for ideas, practising techniques and thumbnails.	Design Technology: Cooking and Nutrition Cooking related to geographical region studied
Speedwell Class Year A	Painting Categorise colours into groups – warm and cold. Seasonal images, Bonfire night etc.	Design Technology: Mechanism Create buggies/cars using wood and include	Drawing: Develop skills in composition – use fore, middle and background to create rural	Design Technology: Structure Research, design and create clothing inspired	3D work (clay/sculpture) Clay inspired by Stone Age / Jomon Japanese pottery	Design Technology: Cooking and Nutrition Salsas, sauces and dressings.

	Van Gogh/ Kandinsky	electronics such as lamps and motors.	landscapes based on local area.	by a designer or period of design.	Practise and progress through tumb, coil and Jomon pottery construction techniques	Preparing a range of ingredients including fruits and vegetables, herbs, using citrus rinds and juices, recognising herbs and spices. Can design jar labelling.
Speedwell Class Year B	Painting – Use colour stylistically – i.e. impressionism (Monet) Learn techniques by recreating paintings, apply techniques to their own compositions, paintings of water inspired by Monet, Turner and Hokusai	Design Technology: Mechanisms Construct a toy that uses cams	Printmaking – based on Celtic designs, build relief prints, polystyrene prints, lino cuts	Design Technology: Cooking and Nutrition Healthy Sweets, including yogurt, fruit juices, fresh fruit and gelatine. Design recipe to personal taste. Include designs for packaging.	Collage – inspired by David Hockney photo collages of places	Design Technology: Create wooden objects powered by simple circuits such as desk fans or model lighthouses
Foxglove Class Year A	Painting – based on landscapes by Doug Eaton categorise colours	Design Technology: Structure	Drawing – landscapes inspired by Stonehenge	Design Technology: Mechanisms	Digital collage inspired by mosaics	Design Technology: Cooking and Nutrition

	into groups – complimentary and contrasting. Contrast with Kandinsky	Research, design and create clothing inspired by a designer or period of design.	landscapes and Emmi Whitehorse/ Henry Moore	(Design-Make-Evaluate) Mechanical Systems Pulleys and Cams. How could you help create Stonehenge?		Bread as the prominent part of a dish. Historical and cultural significance of bread, and the importance of yeast, grains available from historical period being studied.
Foxglove Class Year B	Drawing and painting figures – using knowledge of proportions to draw faces, Shade from a single light source. Self portraits or portraits of others. Practice using charcoal and chalk.	Design Technology: Structure Create bags, purses or wallets using zips and buttons	3D work (clay/sculpture)-inspired by Mayan Art/Architecture	Design Technology: Mechanism Create a moving scene from historical/geographical period studied, to include motor and lights	Printmaking – linocut inspired still life drawing and prints by Rachel Newlyn, Clare Curtis	Design Technology: Cooking and Nutrition Create a meal from historical or geographical period studied and design and make packaging