

GNSA Primary Art and DT Overview

| | Autumn 1 | Autumn 2 | Spring 1 | Spring 2 | Summer 1 | Summer 2 |
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| Rec | Children will sing simple songs and common nursery rhymes. They will make artwork and construct models of familiar settings or people for example their homes and families. They will create their first self portraits. Pupils will have opportunities to work together to create. | Children will learn traditional dances and songs around the world. They will use junk modelling and construction resources to make modes of transport. They will use collage materials to create clothes from around the world. Children will make different food from around the world. Pupils will have the chance to make Christmas decorations. | Children will experiment with textures and materials to create pirate ships, hats, eye patches and other resources for imaginative play. Children will design and create rockets thinking about form and function. Children will use props and puppets to retell stories. | Children will learn about still life pictures, creating their own from plants, butterflies and ducklings based on observations. Children will create using self-selected materials including flowers, caterpillars and paper plate ducks. Children will have props to act out stories and role play situations such as flower shops and doctors surgeries. | Children will use different textures and materials to make bridges for the story "The Three Billy Goats Gruff". They will colour mixing to create images of animals. They will make animal masks, puppets for stories, and modroc sculptures. Children will be expected to create using their imaginations and self-selected resources. | Children will create sea creatures and aquariums using junk modelling. They will sing songs about the sea and create movements to different sea related sounds. Children will cook and design biscuits. They will make puppets from stories and use them to retell the tales. |
| Year 1 | Art & Design | DT | Art & Design | DT | Art & Design | DT |
| | Formal Elements of Art Big picture Exploring three of the formal elements of art: shape, line and colour, children will mix and paint with secondary colours; use circles to create abstract compositions and work collaboratively to create a class piece of art inspired by water. | Mechanisms: Making a moving story book Big picture Knowledge Map Children experiment with sliders before planning and making three pages of a moving story book, based on a familiar story. They will draw the page backgrounds, make the moving parts and assemble it. | Landscapes using different media Big picture Learning about composition and working with different art materials to create texture for a project they develop over the five lessons. Based on the theme of The seaside with support for adapting to the alternative theme of Castles. The unit can also be easily adapted to other topics. | Food: fruit and vegetables Big picture Knowledge Map Children handle and explore fruits and vegetables and learn how to identify which category they fall into, before undertaking taste testing to establish their chosen ingredients for the smoothie they will make a design packaging for. | Art and Design skills Big picture In this collection of lessons children learn and develop their skills in: design, drawing, craft, painting and art appreciation; undertaking two different printing techniques, using 2D shapes to explore a variety of media, mixing different shades of one colour and discussing the work of artist Louis Wain. | Structures: Constructing a windmill Big picture Knowledge Map Taking inspiration from the song 'Mouse in a windmill', children design, decorate and build a windmill for their mouse client to live in. They will develop an understanding of different types of windmill, how they work and their key features. |
| Year 2 | Art & Design | DT | Art & Design | DT | Art & Design | DT |
| | Formal elements of Art Big picture Exploring the formal elements of art: pattern, texture and tone; children will create printed patterns using | Textiles: Pouches Big picture Knowledge Map Children will develop their sewing techniques by first learning to sew a | Sculpture and 3D: Clay Big picture Children will explore the way clay can be shaped and joined. They learn a range of essential skills for working | Mechanisms: Making a moving monster Big picture Knowledge Map | Human form Big picture Exploring how bodies and faces are portrayed in art: looking at the work of | Food: A balanced diet Big picture Knowledge Map Through their exploration of what makes a balanced diet, children taste |
| | everyday objects; take rubbings using different media and learn how to make their drawings | running stitch. They will create templates and join fabrics together to create a pouch. | with the medium. Children learn about the sculpture of Rachel Whitecreate and create their own clay house tile in response. | After learning the terms; pivot, lever and linkage, children set to designing a monster that will move using a linkage mechanism. After practising making linkages of different types and varying the materials they use, children can also bring their monsters to life with the gift of movement. | a number of artists, using their bodies to form shapes, creating collages, drawing portraits and creating a peg figure | test food combinations of different food groups. They will also aim to make a wrap that includes a healthy mix of protein, vegetables and dairy, and learn about the term 'hidden sugars'. |
| Year 3 | different media and learn how to | running stitch. They will create templates and join fabrics together to create a | with the medium. Children learn about the sculpture of Rachel Whitecreate and create their own clay house tile in | and linkage, children set to designing a monster that will move using a linkage mechanism. After practising making linkages of different types and varying the materials they use, children can also bring their monsters to life with | to form shapes, creating collages, drawing portraits and creating a peg | test food combinations of different food groups. They will also aim to make a wrap that includes a healthy mix of protein, vegetables and dairy, and learn |

| Year 4 | Art & Design | DT | Art & Design | DT | Art & Design | DT |
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| | Formal elements of Art Big picture Exploring two of the formal elements of art: texture and pattern; pupils develop a range of mark-making techniques, make and use their own textured stamps for printing; draw a 'flip' pattern and recreate a famous and ancient geometric pattern. | Mechanical Systems: Making a slingshot car Big picture Knowledge Map Children transform lollipop sticks, wheels, dowels and straws into a moving car. They will be using a glue gun to construct the materials, making the launch mechanism, designing and also making the body of the vehicle using nets and assembling these to the chassis. | Sculpture Big picture In this topic, children's work is influenced by a range of inspirational sculptors as they explore and use unusual objects to create their own 3D works of art. As well as having the opportunity to create drums and maracas from recycled materials, pupils also look at different techniques, such as wax resist and collages to create different effects. | Food: Adapting a recipe Big picture Knowledge Map Children work in groups to adapt a simple biscuit recipe, to create the tastiest biscuit. While making they will also ensure that their creation comes within the given budget of overheads and costs of ingredients. | Art and Design skills Big picture In this collection of lessons children learn and develop their skills in: design, drawing, craft, painting and art appreciation; creating an optical illusion print, replicating a plate in the famous willow pattern, carving sculptures out of soap, drawing a collection of still life objects, painting and mixing colours like Paul Cézanne and learning about the role of a 'curator'. | Digital World: Mindful Moments Timer Big picture Knowledge Map In this topic , children design, program, prototype and brand a Micro:bit mindful moments timer, to a specified amount of minutes. They carry out research and existing product analysis to determine how a programmable product may be used to aid a mindfulness moment. |
| Year 5 | Art & Design | DT | Art & Design | DT | Art & Design | DT |
| | Formal elements: Architecture Big picture Children learn how to draw from observation, create a print and draw from different perspectives. They learn about the role of an architect and are challenged to consider why houses look the way they do and if there is scope to change and improve them. | Electrical systems: Electronic cards Big picture Knowledge Map This unit builds on pupils' knowledge of how to incorporate electrical circuits into products from Y4. Children explore how circuits can be adapted to suit different purposes, explore series circuits and recreate one using conductive adhesive tape. They then apply this knowledge to design and create an electronic greeting card. | Painting and Mixed Media Big picture In this collection of lessons children investigate self-portraits by a range of artists. children use photographs of themselves as a starting point for their own unique self-portraits in mixed media. Concluding their investigation of portraits by evaluating ideas and giving feedback, then creating finished self-portraits in their chosen materials. | Food: What could be healthier? Big picture Knowledge Map Focusing on nutrition, children research and modify a traditional bolognese sauce recipe to make it healthier. They will cook their new and improved versions, make appropriate packaging and also learn about the ethical considerations of farming cattle. | Every picture tells a story Big picture Looking at the meaning behind art, children: analyse the intentions of Banksy; make ink symmetry prints inspired by psychologist Rorschach; tell a story using emojis; use drama to recreate a poignant war scene and are inspired by the ceramic work of Magdalene Odundo, to work expressively outside. | Mechanical systems: Making a pop-up book Big picture Knowledge Map This topic develops children's understanding of mechanical systems by producing a suitable plan for each page of their book; use a range of mechanisms and structures to illustrate their story and make it interactive for the users. |
| Year 6 | Art & Design | DT | Art & Design | DT | Art & Design | DT |
| | Art and Design skills Big picture In this collection of lessons children learn and develop their skills in: design, drawing, craft, painting and art appreciation; working as a group to design a hat, creating zentangle patterns and subsequent prints, painting in the style of impressionist painters and exploring the piece 'Nighthawks' by Edward Hopper | Structure: Playgrounds Big picture Knowledge Map In this sequence of lessons, children will design and create a model for a new playground featuring five apparatus, made from three different structures. Using a footprint as the base, practise visualising objects in plain view and get creative including natural features. | Make my voice heard Big picture Exploring art with a message, children look at the famous 'Guernica' by Picasso and the confronting works of Käthe Kollwitz and through the mediums of graffiti, drawing, painting and sculpture, pupils create their own artworks that speak to the viewer | Textiles: Waistcoats Big picture Knowledge Map Using the skills they've developed over the past few years, children select fabrics, use templates, pin, decorate and stitch to create a waistcoat for a person or purpose of their choosing | Photography Big picture Through developing their photography skills, children cover useful artistic concepts in a new context, looking at: composition, colour, light, abstract images and underlying messages. Familiarising themselves with new photography artists, children gain a new perspective on the way they look at the people and objects around them, capturing and presenting images in different ways. | Food: Come dine with me Big picture Knowledge Map Working in groups, children research and prepare a three-course meal taught as a rotational activity over three lessons. They will taste-test and score their food and when they aren't cooking, they will research the journey of their main ingredient from 'farm to fork' or write a favourite recipe to include in a class cookbook. |