

St Monica's Art and Design Technology Long Term Plan

Year Group	Advent Term		Lent Term		Pentecost Term	
Year 1	1	2	3	4	5	6
	Art Seaside and coastal drawings. Weather observations Animals sketches	D&T Research, design and create a sea creature.	D&T Testing materials: Three little pigs houses. Design and make a castle with drawbridge using a mechanism.	Art Self portrait Andy Warhol - Pop art	Art Plant collage Spring animals	D&T Design and make a new flag for New Zealand Clay Tiki
Materials	Shaded pencil Shells etc.	Paper plates, felt tip pens, tissue paper, scissors, glue ect.	Straw, lego, wood, cardboard, string ect.	Paint, crayons, felt tip pens.	Tissue paper, PVA glue, colouring crayons.	Clay, fabric, glue, scissors ect.
Cross Curricular links	Seaside Science- weather and animals	Seaside	History Literacy - Traditional tales	History - Kings and Queens	Science -plants	Gods Wonderful world - New Zealand

Art & Design

Children will learn:

- To use a range of materials creatively to design and make products
- To use drawing, painting and sculpture to develop and share their ideas, experiences and imagination

Design & Technology

Design

- Design purposeful, functional, appealing products for themselves and other users based on design criteria

Make

- Select from and use a range of tools and equipment to perform practical tasks (for example cutting, shaping, joining and finishing)

Evaluate

- Explore and evaluate a range of existing products

Technical knowledge

- Build structures, exploring how they can be made stronger, stiffer and more stable

Cooking & Nutrition

- Use the basic principles of a healthy and varied diet to prepare dishes

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	1	2	3	4	5	6
Year 2	Art Portraits and Landscapes	D&T 3D models of London	Art Painting animals, animal prints	Art Building habitats	Art Landscape painting	D&T 4 wheeled buggies Art Aboriginal artwork
Materials	Shaded pencil Pastels Crayons	Junk materials	Paint	Outside materials- leaves, twigs mud etc.	Pencil Paint Chalk	Junk materials Paint Reference materials
Cross Curricular links	Great Fire of London	London	Animals		Local Area	Australia

Art & Design

Children will learn:

- To develop a wide range of art and design techniques using colour, pattern, texture, line, shape, form and space
- About the work of a range of artists, craft makers and designers, describing the differences and similarities between practices and disciplines, and making links to their own work.

Design & Technology

Design

- Generate, develop, model and communicate their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology

Make

- Select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their characteristics

Evaluate

- Evaluate their ideas and products against design criteria

Technical knowledge

- Explore and use mechanisms (for example levers, sliders, wheels and axels), in their products

Cooking & Nutrition

- Understand where food comes from

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Year Group	Advent Term		Lent Term		Pentecost Term	
Year 3	1	2	3	4	5	6
	Cave painting	Propaganda posters Comic strips Firework pictures	Papier Mache volcanoes	Water painting	Dragon's den - panel from Roman times - can you design and create something that will help Romans?	Italian artist - fruit faces Paint in the style of Michelangelo
Materials	Paint/ charcoal	Pencil/ Collage	Papier mache	Water colour paints	3D chariots etc.	Fruit, paint
Cross Curricular links	Stone age to Iron age/ WWII		Pompeii	Romans		Italy

Art & Design

Children will learn:

- To create sketchbooks to record their observations and use them to review and revisit ideas
- To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay)

Design & Technology

Design

- Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups.

Make

- Select from and use a wider range of tool and equipment to perform practical tasks (for example cutting, shaping, joining, and finishing) accurately

Evaluate

- Investigate and analyse a range of existing products
- Understand how key events and individuals in design and technology have helped to shape the world

Technical knowledge

- Apply their understanding of how to strengthen, stiffen and reinforce more complex structures

Cooking & Nutrition

- Understand and apply the principles of a healthy and varied diet
- Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques

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Year 4	1	2	3	4	5	6
	Sketching animal skulls Making Egyptian boats	Ariel views of Fantasy Land	Dream Catchers Oil paintings by Mayan artist Juan Fermin Gonazles Morales	Pop up books	Portraits - Learn about Holbein - Tudor artist	Money containers - sewing
Materials	Cardboard Craft materials (Bring in from home)	Shoe boxes	Paper plates Wool Beads Ribbon Oil pastels	Card Varity of coloured paper	A3 paper Paints Colouring pencils Sketching pencils Jar lids	Needles Fabric Buttons Zips Thread
Cross Curricular links	Egyptians Science - teeth	Geography / Literacy	History/ Geography - Mayans	Literacy	History	

Art & Design

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- To create sketchbooks to record their observations and use them to review and revisit ideas
- To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay)

Design & Technology

Design

- Use research and develop design criteria to inform the design of innovative, functional, appealing products that are fit for purpose, aimed at particular individuals or groups.

Make

- Select from and use a wider range of tool and equipment to perform practical tasks (for example cutting, shaping, joining, and finishing) accurately

Evaluate

- Investigate and analyse a range of existing products
- Understand how key events and individuals in design and technology have helped to shape the world

Technical knowledge

- Understand and use mechanical to systems in their products (for example, gears, pulleys, cams, levers and linkages)

Cooking & Nutrition

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Year 5	1	2	3	4	5	6
	Art: Medusa masks	D&T Research and create 3D sculptures based on local landmarks	ART: Spacescapes	Art: Weaving landmarks	Art- Water art Artist: Henri Rousseau	DT: Primary Engineers Project
Materials	Range of art materials (pupil choice)	Construction material	Paint/ pastels	Tissue paper, wool	Water colour and pastels	Wood
Cross Curricular links	Ancient Greece	Milton Keynes	Science - Space	Anglo Saxons	Science - life cycles	-

Art & Design

Children will learn:

- To improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials (for example, pencil, charcoal, paint, clay)
- About great artists, architects and designers in history.

Design & Technology

Design

- Generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectional and exploded diagrams, prototypes, pattern pieces and computer-aided design

Make

- Select from and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities

Evaluate

- Evaluate their ideas and products against their own design criteria and consider the views of others to improve their work
- Understand how key events and individuals in design and technology have helped shape the world

Technical knowledge

- Apply their understanding of computing to program, monitor and control their products

Cooking & Nutrition

- Prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques
- Understand seasonality and know where and how a variety of ingredients are grown, reared, caught and processed.

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Year 6	1	2	3	4	5	6
	D and T Cross stitch samplers Models of Victorian inventions (home task)	Art William Morris and Victorian tiles Nutrition Design a healthy meal- Christmas party day	Art Landscapes inspired by Hokusai	D&T	D&T Carnival masks	Art Sketching
Materials	Embroidery cotton, aida fabric	Air drying clay	Pastels, charcoal		Various - including wire for structure	Pencil Watercolours
Cross Curricular links	Victorians		Kensuke's Kingdom (Michael Morpurgo)		Brazil	

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- Apply their understanding of computing to program, monitor and control their products