



St Paul's Catholic School

Art & Design and Design & Technology Long Term Plan 2022-2023

	<u>Autumn 1</u>	<u>Autumn 2</u>	<u>Spring 1</u>	<u>Spring 2</u>	<u>Summer 1</u>	<u>Summer 2</u>
<u>Year 1</u>	<u>Art & Design</u>	<u>Design & Technology</u>	<u>Art & Design</u>	<u>Design & Technology</u>	<u>Art & Design</u>	<u>Design & Technology</u>
	<p>Art & Design Skills (5 lessons)</p> <p>Learning 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.</p>	<p>Structures: Constructing windmills (4 lessons)</p> <p>Designing, decorating and building a windmill for their mouse client to live in, developing an understanding of different types of windmill, how they work and their key features.</p>	<p>Sculpture and 3D: Paper play (5 lessons)</p> <p>Creating simple three dimensional shapes and structures using familiar materials, children develop skills in manipulating paper and card. They fold, roll and scrunch materials to make their own sculpture. There are opportunities to extend learning to</p>	<p>Textiles: Puppets (4 lessons)</p> <p>Exploring different ways of joining fabrics before creating their own hand puppets based upon characters from a well-known fairytale. Children work to develop their technical skills of cutting, glueing, stapling and pinning.</p>	<p>Painting: Colour splash (5 lessons)</p> <p>Exploring colour mixing through paint play, children use a range of tools and work on different surfaces. They create paintings inspired by Clarice Cliff and Jasper Johns.</p>	<p>Food: Fruit and vegetables (4 lessons)</p> <p>Handling and exploring fruits and vegetables and learning 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.</p>

			make a collaborative sculptural piece based on the art of Louise Bourgeois.			
<u>Year 2</u>	<u>Art & Design</u> Formal elements of art (5 lessons) Exploring the formal elements of art: pattern, texture and tone; children create printed patterns using everyday objects; take rubbings using different media and learn how to make their drawings three dimensional.	<u>Design & Technology</u> Structures: Baby bear's chair (4 lessons) Using the tale of Goldilocks and the Three Bears as inspiration, children help Baby Bear by making him a brand new chair. When designing the chair, they consider his needs and what he likes and explore ways of building it so that it is strong.	<u>Art & Design</u> Sculpture and 3D: Clay houses (5 lessons) Developing their ability to work with clay, children learn how to create simple thumb pots then explore the work of sculptor Rachel Whiteread and apply her ideas in a final piece that uses techniques such as cutting, shaping, joining and impressing into clay.	<u>Design & Technology</u> Mechanisms: Making a moving monster (4 lessons) After learning the terms; pivot, lever and linkage, children design a monster which will move using a linkage mechanism. Children practise making linkages of different types and varying the materials they use to bring their monsters to life.	<u>Art & Design</u> Painting and mixed media: Beside the seaside (5 lessons) Taking seaside paintings and impressionist painters as a starting point, pupils investigate how mixing a wider range of colours contributes to different effects. They explore surface texture when selecting and combining materials to make their final piece.	<u>Design & Technology</u> Mechanisms: Fairground wheel (4 lessons) Designing and creating their own Ferris wheels, considering how the different components fit together so that the wheels rotate and the structures stand freely. Pupils select appropriate materials and develop their cutting and joining skills.

<u>Year 3</u>	<u>Art & Design</u> Prehistoric art (5 lessons) Experimenting with charcoal, berries, leaves, homemade paints and more, children get a sense of what it was like to create art thousands of years ago and why these pieces were created.	<u>Design & Technology</u> Food: Eating seasonally (4 lessons) Discovering when and where fruits and vegetables are grown. Learning about seasonality in the UK and the relationship between the colour of fruits and vegetables and their health benefits by making three dishes.	<u>Art & Design</u> Craft and design: Ancient Egyptian scrolls. (5 Lessons) Learning about the way colour, scale and pattern influenced ancient Egyptian art, children explore the technique of papermaking to create a papyrus-style scroll. Ideas are extended to create a modern response by designing a 'zine'.	<u>Design & Technology</u> Digital world: Electronic charm (4 lessons) Designing, coding, making and promoting a Micro:bit electronic charm to use in low-light conditions. Children develop their understanding of programming to monitor and control their products.	<u>Art & Design</u> Sculpture and 3D: Abstract shape and space (5 lessons) Exploring how shapes and negative spaces can be represented by three dimensional forms. Manipulating a range of materials, children learn ways to join and create free standing structures inspired by the work of Anthony Caro and Ruth Asawa.	<u>Design & Technology</u> Structures: Constructing a castle (4 lessons) Learning about the features of a castle, children design and make one of their own. Using configurations of handmade nets and recycled materials to make towers and turrets and constructing a base to secure them.
<u>Year 4</u>	<u>Art & Design</u> Art and design skills (6 lessons) Creating an optical illusion print, replicating a plate in the famous willow pattern,	<u>Design & Technology</u> Structure: Pavilions (4 lessons) Exploring pavilion structures, children learn about what they are used for and	<u>Art & Design</u> Painting and mixed media: Light and dark (5 lessons) Developing colour mixing skills, using shades and tints to show form and create three	<u>Design & Technology</u> Electrical systems: Torches (4 lessons) Applying their scientific understanding of electrical circuits,	<u>Art & Design</u> Craft and design: Fabric of nature (5 lessons) Developing skills in textile techniques, pupils explore the beauty of the natural world to	<u>Design & Technology</u> Mechanical systems: Making a slingshot car (4 lessons) Transforming lollipop sticks, wheels, dowels and

	carving sculptures out of soap, drawing a collection of still life objects, painting and mixing colours and learning about the role of a 'curator'.	investigate how to create strong and stable structures before designing and creating their own pavilions, complete with cladding.	dimensions when painting. Pupils learn about composition and plan their own still life to paint, applying chosen techniques.	children create a torch, designing and evaluating their product against set design criteria.	create stunning visual art inspired by the striking colours, pattern and textures of bird and insect life.	straws into a moving car. Using a glue gun to, making a launch mechanism, designing and making the body of the vehicle using nets and assembling these to the chassis.
<u>Year 5</u>	<u>Art & Design</u> Formal elements of art: Architecture (5 lessons) Learning how to draw from observation, creating a print and drawing from different perspectives. Learning about the role of an architect and considering why houses look the way they do and if there is	<u>Design & Technology</u> Electrical systems: Doodlers (4 lessons) Explore series circuits further and introduce motors. Investigating an existing product, which uses a motor, to encourage pupils to problem-solve and work out how the product has been constructed, ready	<u>Art & Design</u> Drawing: I need space (5 lessons) Developing ideas more independently, pupils consider the purpose of drawings as they investigate how imagery was used in the 'Space race' that began in the 1950s. They combine collage and printmaking	<u>Design & Technology</u> Mechanical systems: Making a pop-up book (4 lessons) Creating a four-page pop-up storybook design incorporating a range of mechanisms and decorative features, including: structures, levers, sliders, layers and spacers.	<u>Art & Design</u> Painting and mixed media: Portraits (5 lessons) Investigating self-portraits by a range of artists, children use photographs of themselves as a starting point for developing their own unique self-portraits in mixed-media.	<u>Design & Technology</u> Food: What could be healthier? (4 lessons) Researching and modifying a traditional bolognese sauce recipe to make it healthier. Children cook their healthier versions, making appropriate packaging and learn about farming cattle.

	scope to change and improve them.	to develop their own.	to create a piece in their own style.			
<u>Year 6</u>	<u>Art & Design</u> Photography (5 lessons) Developing photography skills, exploring composition, colour, light, abstract images and underlying messages.	<u>Design & Technology</u> Textiles: Waistcoats (4 lessons) Selecting suitable fabrics, using templates, pinning, decorating and stitching to create a waistcoat for a person or purpose of their choice.	<u>Art & Design</u> Drawing: Make my voice heard (5 lessons) Exploring art with a message, children look at the famous 'Guernica' by Picasso and the confronting works of Käthe Kollwitz. They develop their drawings to incorporate new surfaces, a range of techniques and demonstrate an emerging personal style.	<u>Design & Technology</u> Structure: Playgrounds (4 lessons) Designing and creating a model of a new playground featuring five apparatus, made from three different structures. Creating a footprint as the base, pupils visualise objects in plan view and get creative with their use of natural features.	<u>Art & Design</u> Sculpture and 3D: Making Memories (5 lessons) Documenting their memories of their time at primary school, children select their favourite art and design skills and techniques to design and create a 3D artwork to represent these memories.	<u>Design & Technology</u> Digital world: Navigating the world (4 lessons) Programming a navigation tool to produce a multifunctional device for trekkers. Combining 3D objects to form a complete product in CAD 3D modelling software and presenting a pitch to 'sell' their product.