

## ART AND DESIGN & TECHNOLOGY

Year Group / Term	Autumn 1	Autumn 2	Spring 1	Spring 2	Summer 1	Summer 2
Nursery						
Reception		Kandinsky			Van Gogh Sunflowers	
1 Art	<p><b>Earth Art</b> - use a range of materials creatively to design and make products.</p> <p><b>Earth Art</b> - to use drawing, painting and sculpture to develop and share their ideas, experiences and imagination.</p> <p><b>Earth Art</b> - to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.</p>		Andy Goldsworthy -			<p><b>Super Sculptures</b> - use a range of materials creatively to design and make products.</p> <p><b>Super Sculptures</b> - to use sculpture to develop and share their ideas, experiences and imagination.</p> <p><b>Super Sculptures</b> - to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.</p> <p><b>Super Sculptures</b> - learn about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.</p>
1 D&T		Moving Pictures -		Flying Kites -	Teddy Bear's Picnic -	
2 Art	<p><b>African Art</b> - use a range of materials creatively to design and make products.</p> <p><b>African Art</b> - to use drawing and painting to develop and share their ideas, experiences and imagination.</p> <p><b>African Art</b> - to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.</p>	<p><b>Australian Aboriginal Art</b> - use a range of materials creatively to design and make products.</p> <p><b>Australian Aboriginal Art</b> - to use drawing and painting to develop and share their ideas, experiences and imagination.</p> <p><b>Australian Aboriginal Art</b> - to develop a wide range of art and design techniques in using colour, pattern, texture, line, shape, form and space.</p> <p><b>Australian Aboriginal Art</b> - learn about the work of a range of artists, craft makers and designers, describing the differences and similarities between different practices and disciplines, and making links to their own work.</p>			Giuseppe Arcimboldo -	
2 D&T			Eat More Fruit and Vegetables - design purposeful, functional, appealing products for themselves and other users	Moving Minibeasts - design purposeful, functional, appealing products for themselves and other users based on design		Stable Structures - design purposeful, functional, appealing products for themselves and other users based on design

## ART AND DESIGN & TECHNOLOGY

			<p>based on design criteria.</p> <p><b>Eat More Fruit and Vegetables</b> - generate, develop, model and communication their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.</p> <p><b>Eat More Fruit and Vegetables</b> - select from and use a range of tools and equipment to perform practical tasks.</p> <p><b>Eat More Fruit and Vegetables</b> - select form and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.</p> <p><b>Eat More Fruit and Vegetables</b> - explore and evaluate a range of existing products.</p> <p><b>Eat More Fruit and Vegetables</b> - evaluate their ideas and products against a range of existing products.</p> <p><b>Eat More Fruit and Vegetables</b> - use basic principles of a healthy and varied diet to prepare dishes.</p> <p><b>Eat More Fruit and Vegetables</b> - understand where food comes from.</p>	<p>criteria.</p> <p><b>Moving Minibeasts</b> - generate, develop, model and communication their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.</p> <p><b>Moving Minibeasts</b> - select from and use a range of tools and equipment to perform practical tasks.</p> <p><b>Moving Minibeasts</b> - select form and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.</p> <p><b>Moving Minibeasts</b> - explore and evaluate a range of existing products.</p> <p>Puppets - evaluate their ideas and products against a range of existing products.</p> <p><b>Moving Minibeasts</b> - evaluate their ideas and products against design criteria.</p> <p><b>Moving Minibeasts</b> - explore and use mechanisms (levers, sliders, wheels, axels) in their products.</p>		<p>criteria.</p> <p><b>Stable Structures</b> - generate, develop, model and communication their ideas through talking, drawing, templates, mock-ups and, where appropriate, information and communication technology.</p> <p><b>Stable Structures</b> - select from and use a range of tools and equipment to perform practical tasks.</p> <p><b>Stable Structures</b> - select form and use a wide range of materials and components, including construction materials, textiles and ingredients, according to their characteristics.</p> <p><b>Stable Structures</b> - explore and evaluate a range of existing products.</p> <p>Puppets - evaluate their ideas and products against a range of existing products.</p> <p><b>Stable Structures</b> - build structures, exploring how they can be made stronger, stiffer and more stable.</p>
<b>3 Art</b>	<p><b>Vincent Van Gogh</b> - to create sketch books to record their observations and use them to review and revisit.</p> <p><b>Vincent Van Gogh</b> - to improve their mastery of art and design techniques, including painting with a range of materials.</p> <p><b>Vincent Van Gogh</b> - learn about great artists in history.</p>		<p><b>Plant Art</b> - to create sketch books to record their observations and use them to review and revisit.</p> <p><b>Plant Art</b> - to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials.</p> <p><b>Plant Art</b> - learn about great artists in history.</p>		<p><b>Famous Buildings</b> - to create sketch books to record their observations and use them to review and revisit.</p> <p><b>Famous Buildings</b> - to improve their mastery of art and design techniques, including drawing and painting with a range of materials.</p> <p><b>Famous Buildings</b> - learn about great architects in history.</p>	
<b>3 D&amp;T</b>		<p><b>Seasonal Stockings</b> - 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.</p> <p><b>Seasonal Stockings</b> - generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectionals and exploded diagrams, prototypes, pattern pieces and computer-aided</p>		<p><b>Making Mini-Greenhouses</b> - 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.</p> <p><b>Making Mini-Greenhouses</b> - generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectionals and exploded diagrams, prototypes, pattern pieces and computer-aided</p>	<p><b>Seasonal Food</b> - understand and apply the principles of a healthy and varied diet.</p> <p><b>Seasonal Food</b> - prepare and cook a variety of predominantly savoury dishes using a range of cooking techniques.</p> <p><b>Seasonal Food</b> - understand seasonality, and know where and how a variety of ingredients are grown, reared, caught and processed.</p>	

## ART AND DESIGN & TECHNOLOGY

		<p>design.</p> <p><b>Seasonal Stockings</b> - select from and use a wider range of tools and equipment to perform practical tasks (e.g. cutting, shaping, joining and finishings) accurately.</p> <p><b>Seasonal Stockings</b> - select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities.</p> <p><b>Seasonal Stockings</b> - investigate and analyse a range of existing products.</p> <p><b>Seasonal Stockings</b> - evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.</p>		<p>design.</p> <p><b>Making Mini-Greenhouses</b> - select from and use a wider range of tools and equipment to perform practical tasks (e.g. cutting, shaping, joining and finishings) accurately.</p> <p><b>Making Mini-Greenhouses</b> - select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities.</p> <p><b>Making Mini-Greenhouses</b> - investigate and analyse a range of existing products.</p> <p><b>Making Mini-Greenhouses</b> - evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.</p> <p><b>Making Mini-Greenhouses</b> - understand how key events and individuals in design and technology have helped shape the world.</p> <p><b>Making Mini-Greenhouses</b> - apply their understanding of how to strengthen, stiffen and reinforce more complex structures.</p>		
<b>4 Art</b>		<p><b>Jewellery Designers</b> - to create sketch books to record their observations and use them to review and revisit.</p> <p><b>Jewellery Designers</b> - to improve their mastery of art and design techniques, including drawing and sculpture with a range of materials.</p> <p><b>Jewellery Designers</b> - learn about great artists and great designers in history.</p>		<p><b>Sonia Delaunay</b> - to create sketch books to record their observations and use them to review and revisit.</p> <p><b>Sonia Delaunay</b> - to improve their mastery of art and design techniques, including drawing with a range of materials.</p> <p><b>Sonia Delaunay</b> - learn about great artists and great designers in history.</p>	<p><b>Indian Art</b> - to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials.</p> <p><b>Indian Art</b> - learn about great artists in history.</p>	
<b>4 D&amp;T</b>	<p><b>British Inventors</b> - 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.</p> <p><b>British Inventors</b> - generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectionals and exploded diagrams, prototypes, pattern pieces and computer-aided</p>		<p><b>Storybooks</b> - 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.</p> <p><b>Storybooks</b> - generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectionals and exploded diagrams, prototypes, pattern pieces and computer-aided</p>			<p><b>American Food</b> -</p>

## ART AND DESIGN & TECHNOLOGY

	<p>design.  <b>British Inventors</b> - apply their understanding of how to strengthen, stiffen and reinforce more complex structures.</p>		<p>design.  <b>Storybooks</b> - select from and use a wider range of tools and equipment to perform practical tasks (e.g. cutting, shaping, joining and finishings) accurately.  <b>Storybooks</b> - select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities.  <b>Storybooks</b> - investigate and analyse a range of existing products.  <b>Storybooks</b> - evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.  <b>Storybooks</b> - understand and use mechanical systems in their products (for example, gears, pulleys, cams, levers and linkages).</p>		
<b>5 Art</b>	<p><b>Gustav Klimt</b> - to create sketch books to record their observations and use them to review and revisit.  <b>Gustav Klimt</b> - to improve their mastery of art and design techniques, including drawing and painting with a range of materials.  <b>Gustav Klimt</b> - learn about great artists in history.</p>		<p><b>Chinese Art</b> - to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials.  <b>Chinese Art</b> - learn about great artists and great designers in history.</p>		<p><b>Express Yourself</b> - to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials.</p>
<b>5 D&amp;T</b>		<p><b>Building Bridges</b> -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.  <b>Building Bridges</b> - generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectionals and exploded diagrams, prototypes, pattern pieces and computer-aided design.  <b>Building Bridges</b> - evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.  <b>Building Bridges</b> - apply their understanding of how to</p>		<p><b>Bread</b> -</p>	<p><b>Fashion and Textiles</b> - 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.  <b>Fashion and Textiles</b> - generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectionals and exploded diagrams, prototypes, pattern pieces and computer-aided design.  <b>Fashion and Textiles</b> - select from and use a wider range of tools and equipment to perform practical tasks (e.g. cutting, shaping, joining and finishings) accurately.</p>

## ART AND DESIGN & TECHNOLOGY

		strengthen, stiffen and reinforce more complex structures.			<p><b>Fashion and Textiles</b> - select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities.</p> <p><b>Fashion and Textiles</b> - investigate and analyse a range of existing products.</p> <p><b>Fashion and Textiles</b> - evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.</p>	
<b>6 Art</b>	In Flanders Fields -			<p><b>Frida Kahlo</b> - to create sketch books to record their observations and use them to review and revisit.</p> <p><b>Frida Kahlo</b> - to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials.</p> <p><b>Frida Kahlo</b> - learn about great artists in history.</p>		<p><b>Street Art</b> - to create sketch books to record their observations and use them to review and revisit.</p> <p><b>Street Art</b> - to improve their mastery of art and design techniques, including drawing, painting and sculpture with a range of materials.</p> <p><b>Street Art</b> - learn about great artists in history.</p>
<b>6 D&amp;T</b>		Great British Dishes	<p><b>Programming Pioneers</b> - 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.</p> <p><b>Programming Pioneers</b> - generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectionals and exploded diagrams, prototypes, pattern pieces and computer-aided design.</p> <p><b>Programming Pioneers</b> - select from and use a wider range of tools and equipment to perform practical tasks (e.g. cutting, shaping, joining and finishings) accurately.</p> <p><b>Programming Pioneers</b> - evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.</p> <p><b>Programming Pioneers</b> - understand how key events and individuals in design and technology have helped shape</p>		<p><b>Chinese Inventions</b> - 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.</p> <p><b>Chinese Inventions</b> - generate, develop, model and communicate their ideas through discussion, annotated sketches, cross-sectionals and exploded diagrams, prototypes, pattern pieces and computer-aided design.</p> <p><b>Chinese Inventions</b> - select from and use a wider range of materials and components, including construction materials, textiles and ingredients, according to their functional properties and aesthetic qualities.</p> <p><b>Chinese Inventions</b> - evaluate their ideas and products against their own design criteria and consider the views of others to improve their work.</p> <p><b>Chinese Inventions</b> - understand how key events and</p>	

## ART AND DESIGN & TECHNOLOGY

			<p>the world.</p> <p><b>Programming Pioneers</b> - understand and use electrical systems in their products (for examples, series circuits incorporating switches, bulbs, buzzers and motors).</p> <p><b>Programming Pioneers</b> - apply their understanding of computing to program, monitor and control their products.</p>		<p>individuals in design and technology have helped shape the world.</p> <p><b>Chinese Inventions</b> - understand and use mechanical systems in their products (for example, gears, pulleys, cams, levers and linkages).</p>	
--	--	--	-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	--	-------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	--